

Date 11/20/09

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval
- ☐ Revisionist Pass
- ☐ Pat's Punch Up Pass
- ☐ Final Network Approval
- ☐ Recording Board
- ☐ Pre-Animatic Slug Board
- ☐ Animatic Scan Board
- ☐ Conformed to Animatic Board
- ☐ Final

“An Ogre Named Donny” 692-018 Network Pitch

Adventure Time with Finn & Jake
Created by
Pendleton Ward

Creative Director
Pat Mchale

Storyboard by
Niki Yang & Kent Osbourne

IEW INTRODUCTION

001



SFX: GRASS SHAKING

F: SAFETY!

Audio

Video

001A



F: PATROL!



J: SAFETY!

Action

Timing

Production

001B

Wah Wah Wah
S/A



J: PATROL!

Wah Wah Wah
S/A



F: SAFETY PATROL!

Action

Things

001C

Wally, G, M

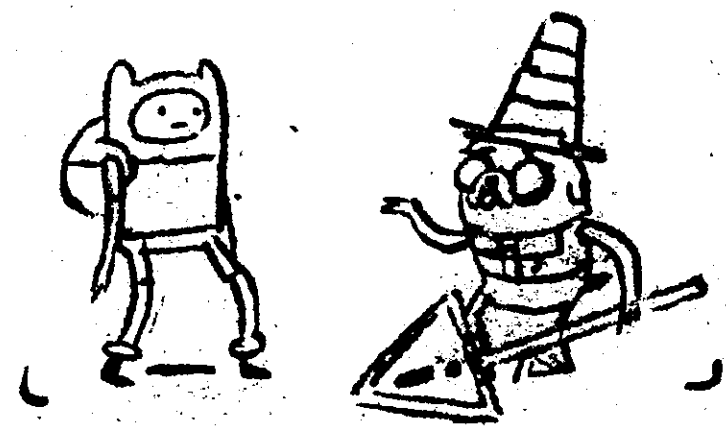
SA



J: SAFETY -- OH.

Wally, G, M

SA



J: WERE WE NOT WEARING the uniforms?

Action

Timing

hahaha, hahaha

S/A



J: HEH, HEH. 'SAFETY PATROL'

0010



E: C'MOON. LET'S KEEP
LOOKIN' FOR HAZARDS. --

Action

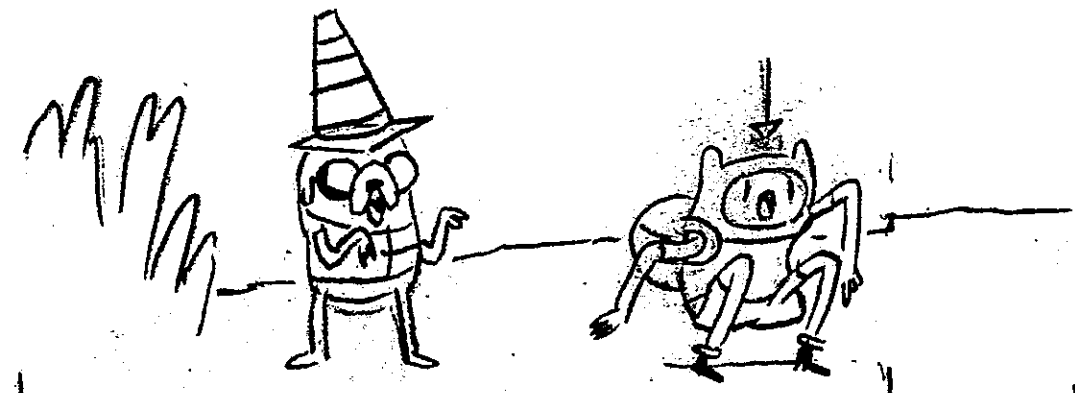
Footage

001E

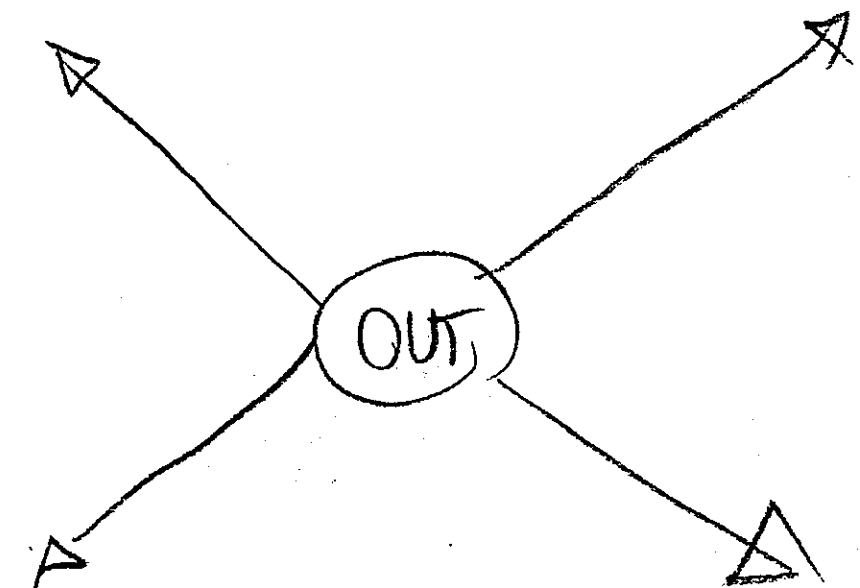
GO/E

NEXT
0016

S/A



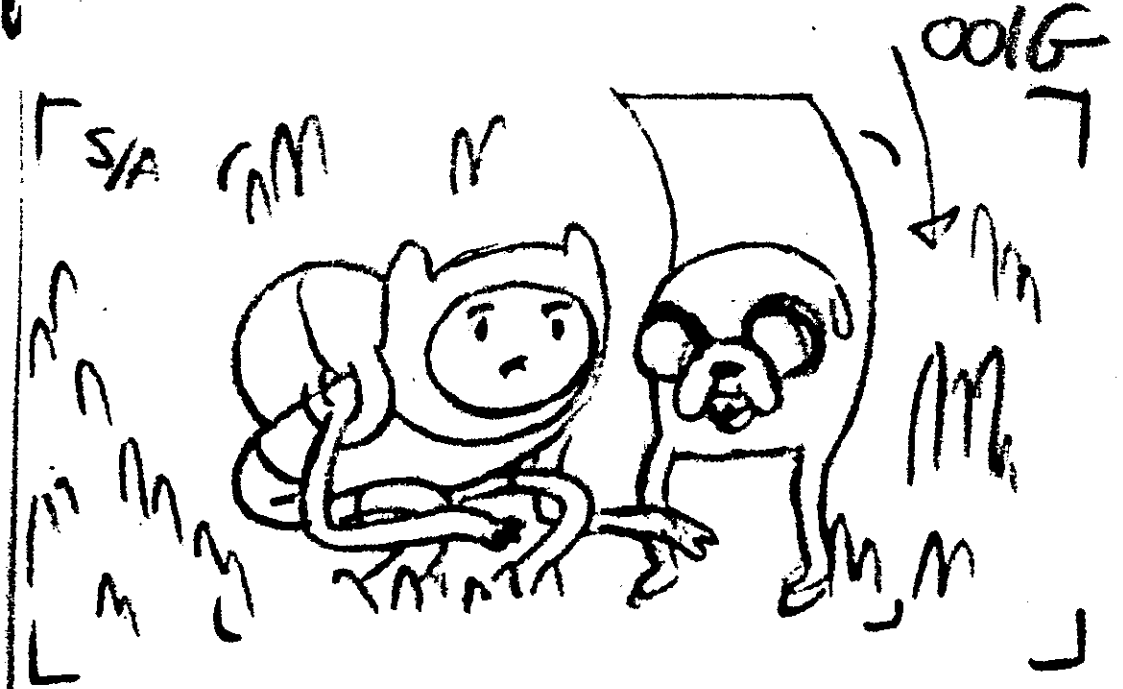
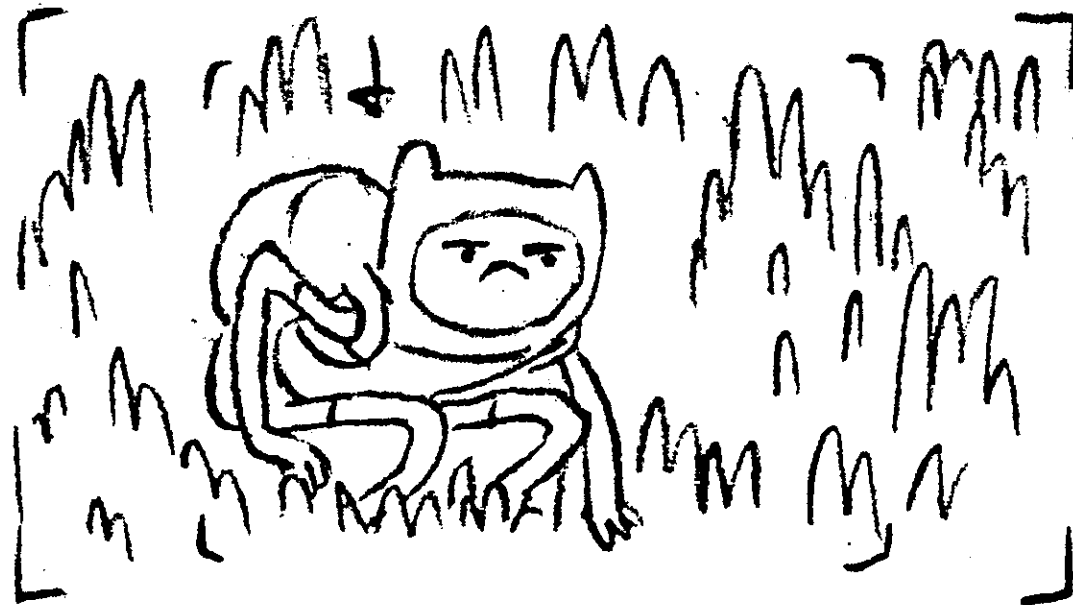
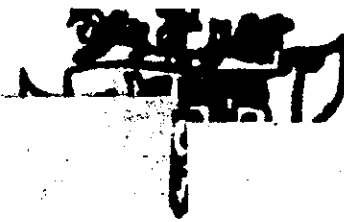
E: LOOK OUT!



Action

Timing

Producer



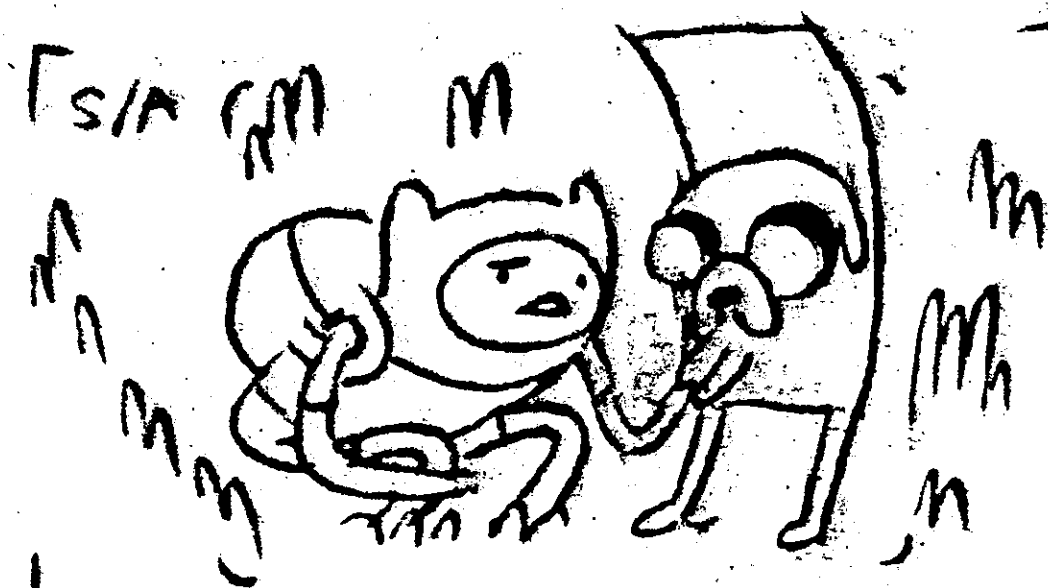
J: WHAT IS IT, DUDE--

Action

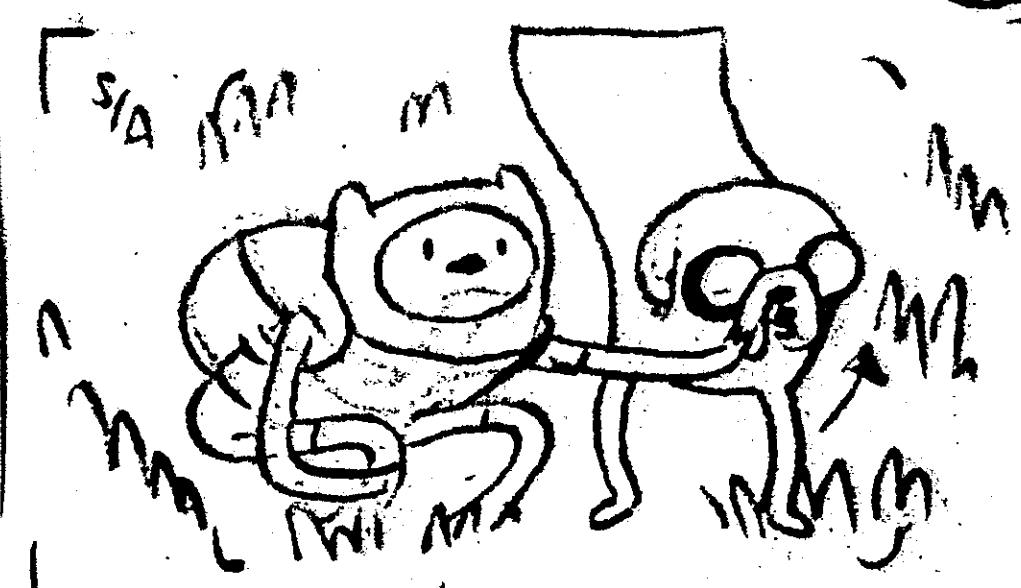
Timing

Production

00/H
A03



E: SHUSHERS, MAN!



E: LOOK THERE!

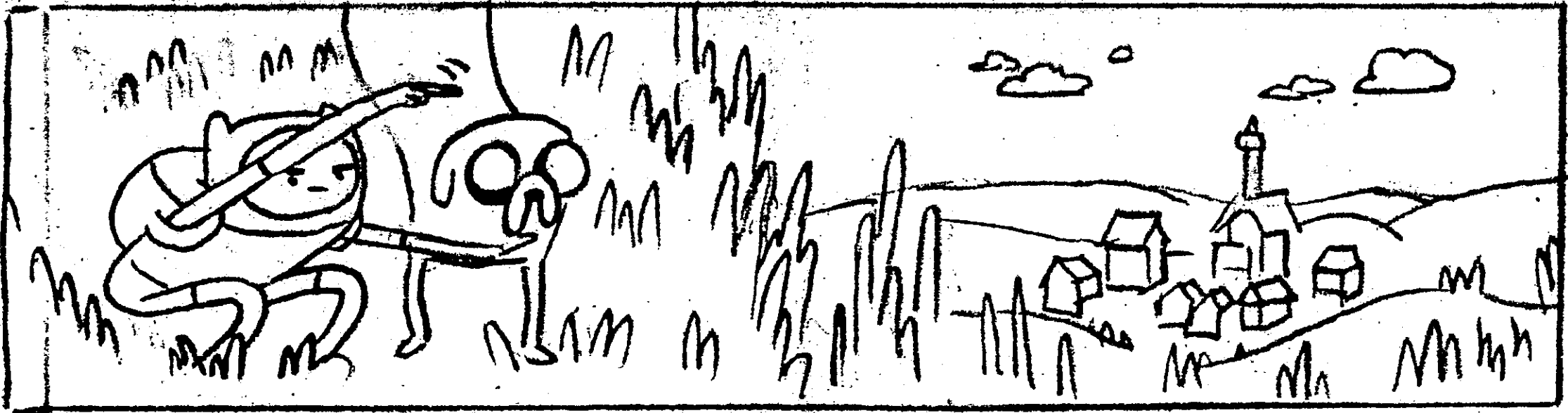
Action

Thinking



PAN

COI

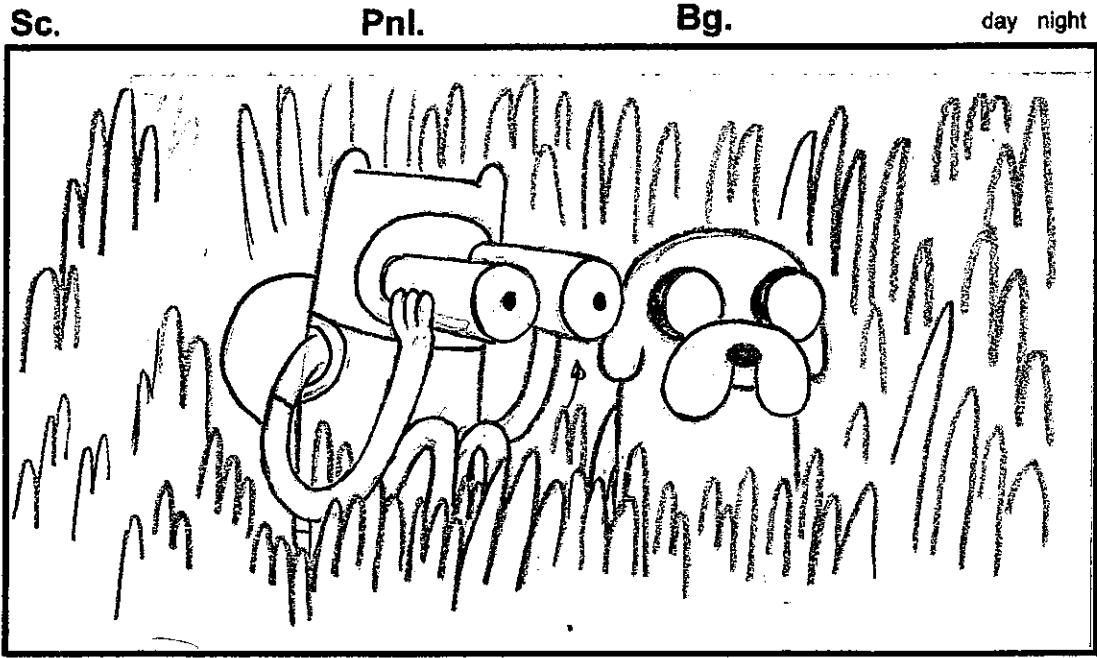
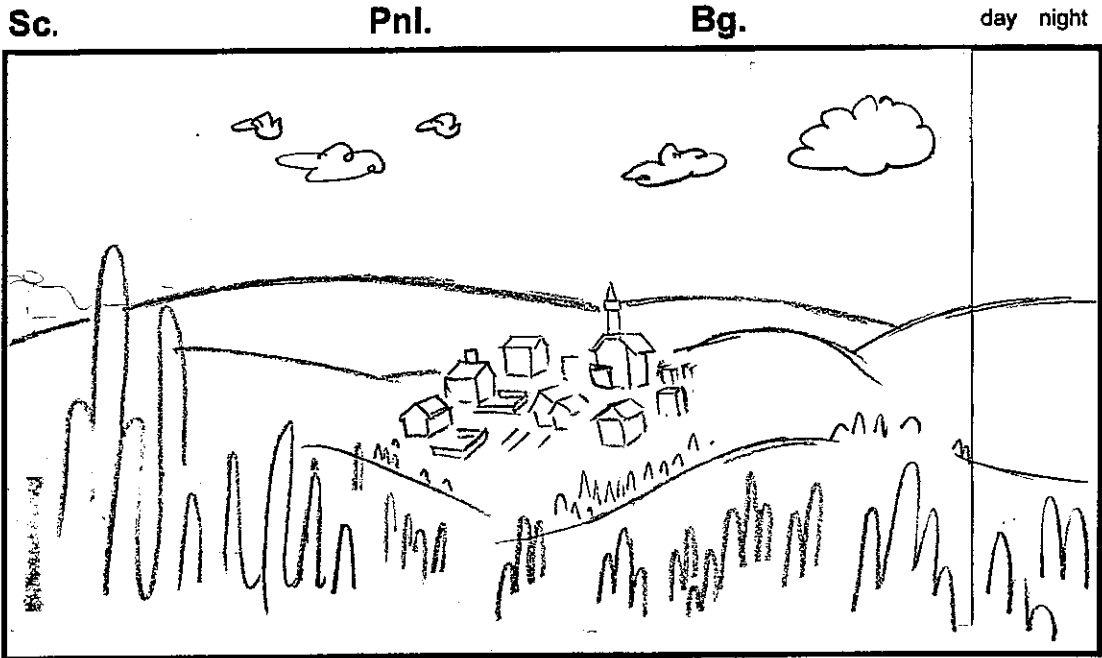


Action:

Timing:

Production:

ADVENTURE TIME

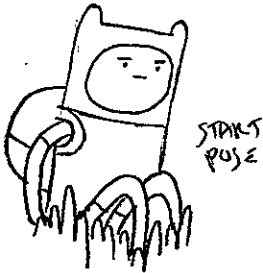


Dialog: J: (O/S) - JUST LOOKS LIKE AN ORDINARY LITTLE TOWN, MAN.

Action:

Timing:

E: YEAH, BUT THERE'S ALWAYS A DARKSIDE ...



FINN BRINGS BINOCULARS TO HIS FACE

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dial
Actl
Tim

E: TO THESE PICTURESQUE SUBURBS...

LANDSCAPE W/ LITTLE HOUSE PANS
WITHIN BINO-MATTE.

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
F: (O/S) OH, LITTLE HOUSE PEOPLE. HUH.
HEH...

F: (O/S) OH, LITTLE HOUSE PEOPLE. HUH.
HEH...

Action:
A FACE (ARMS & LEGS) POP OUT OF
A HOUSE & HE WALKS OVER.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

D: "ARF!"

Action:

DOG RUNS BY

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

<p>Dialog:</p> <p>E: HMM. MAYBE IT IS JUST REGULAR-ORDINARY... NOT SINISTER-ORDINARY</p>	<p>F: ULP - NO... WAIT!...</p>
<p>Action:</p>	
<p>Timing:</p>	

EPISODE #

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

F: "THESE FARMERS LOOK
PRETTY RILED UP..."

F: "... ABOUT SOMETHING ... I ...

Action:

== QUICK ADJUST ==
LEFT

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	O: "HAHA YEAH!"	F: I CHECK IT OUT! A GRASS OGRE!!
Action:	ADJUST W/ACTION AS OGRE WALKS OVER TO A MAILBOX & OPENS IT.	
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	<p><u>O</u>: HEY, CHIK'N!</p>	<p><u>O</u>: YOU'RE TRAVELLIN' EGG-SPRESS HA HA HA!</p> <p>F: "</p>
Action:	<p>OGRE STUFFS CHICKEN INTO BOX</p>	<p>THE OTHER CHICKEN RUNS AWAY.</p>
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

F: MAN...

F: IT'S AN OBNOXIOUS GRASS OGRE.

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
O: YOU GET MY JOKE, RIGHT... O: HEH. I'M GONNA' CALL YOU "PEACHES"
CHICKEN! <SQUAK!> SFX <FLAPPING>

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

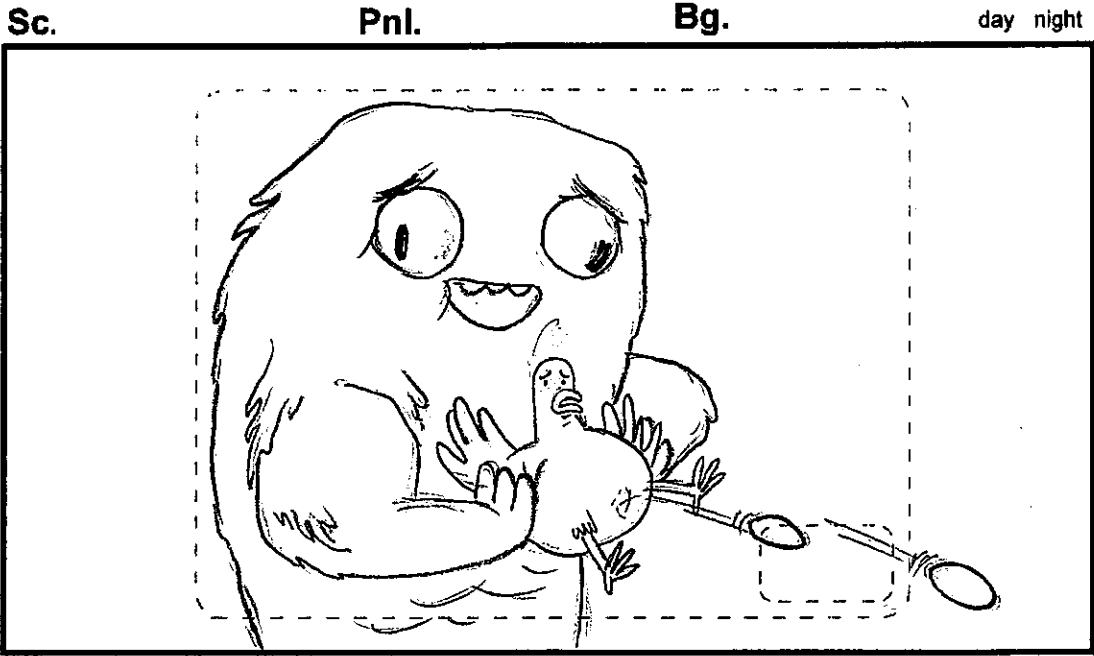
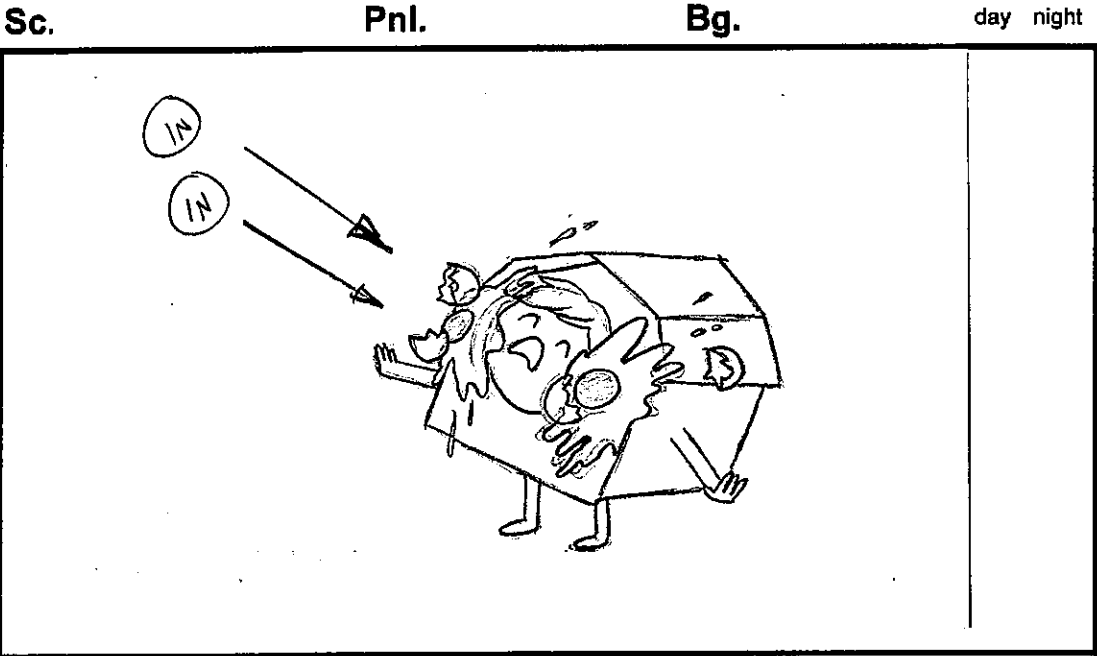
Sc.	Pnl.	Bg.	day	night

<p>Dialog:</p> <p><u>FARMER</u> : CAREFUL, YOU OAF, YOU OAF.</p>	<p><u>FARMER</u> : THOSE CHICKENS ARE RENTALS !!</p>
<p>Action:</p>	
<p>Timing:</p>	

EPISODE #

Production :

ADVENTURE TIME



Dialog:
FARMER: UGH! CONSARNIT!

Action:
FARMER GETS HIT W/ EGGS

Timing:

D: HUH-HUH-HUH
SFX: POIT! POIT! POIT!



THE OGRE SQUEEZING
CHICKEN, EGGS SHOOT
OUT LIKE BULLETS.

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	SFX: < SPLAT! > < SPLAT! >	
<u>D:</u> WE'RE HAVIN' SO MUCH <u>FUN.</u>		
Action:	SQUEEZ X2	
Timing:		

EPISODE #

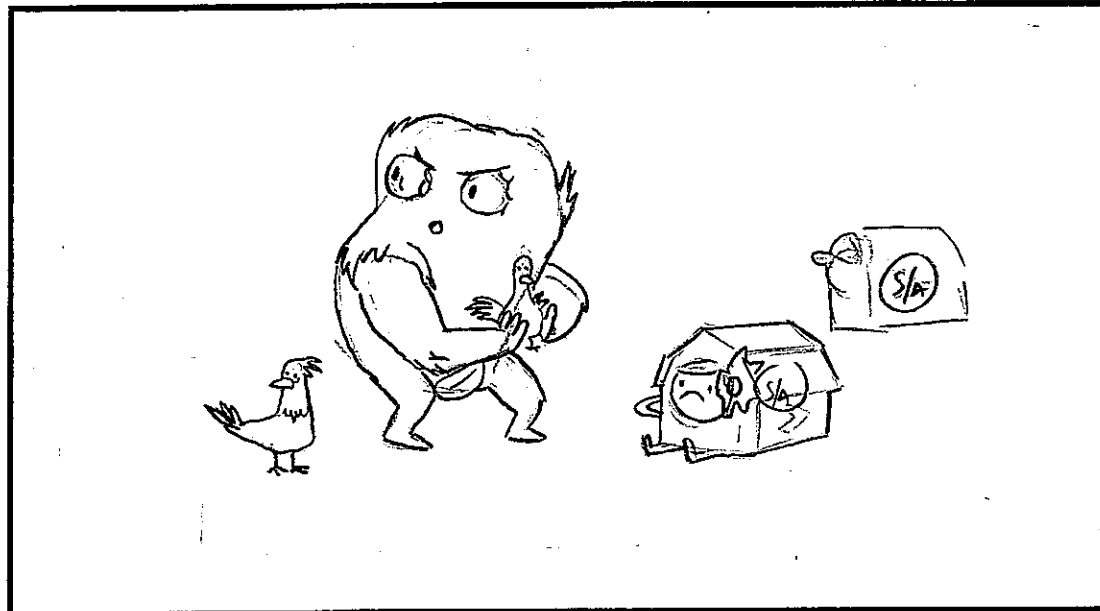
Production :

ADVENTURE TIME

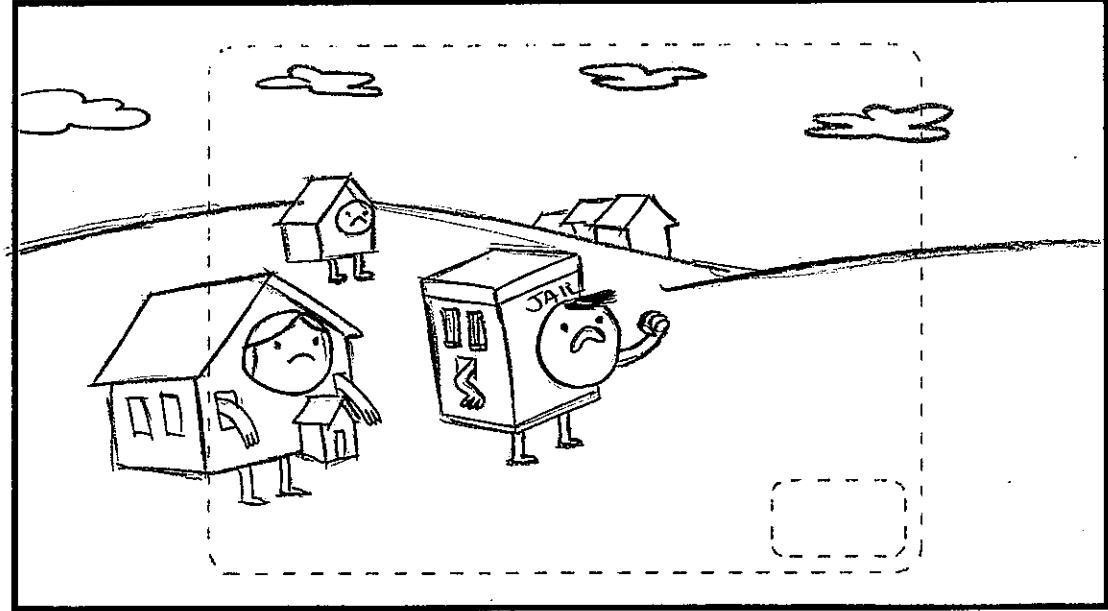


Page 16

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: D: HUH?
WSHERIFF: ALRIGHT NOW...
CROWD: (O/S) (UPSET WALLA)

CUT

SHERIFF: DROP THAT CHICKEN,
 YER UNDER ARREST!

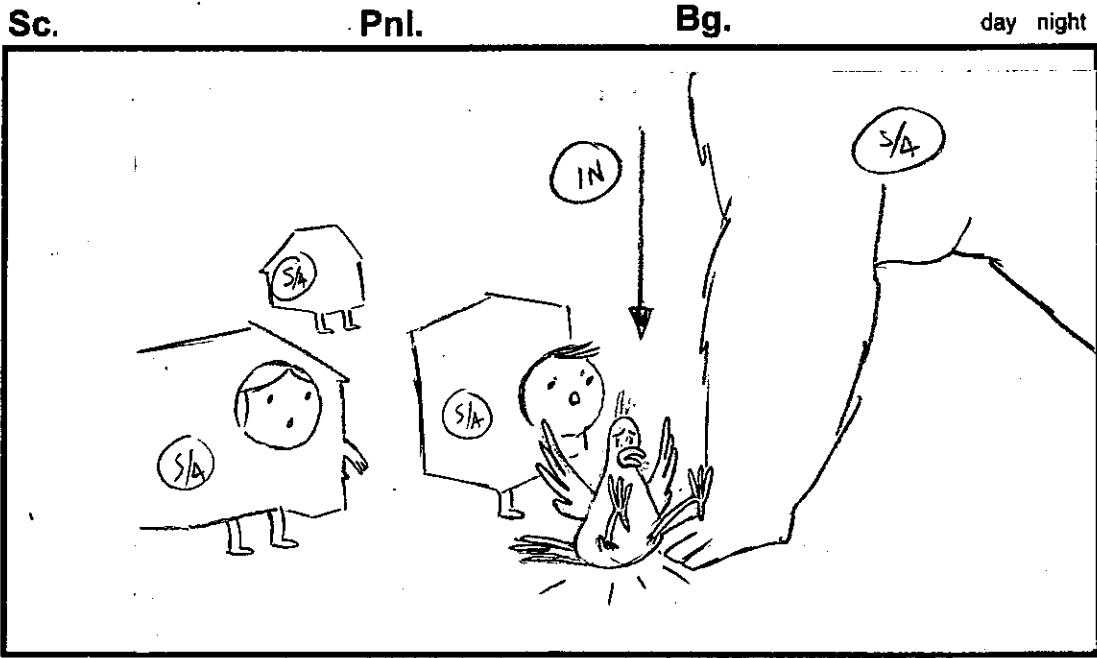
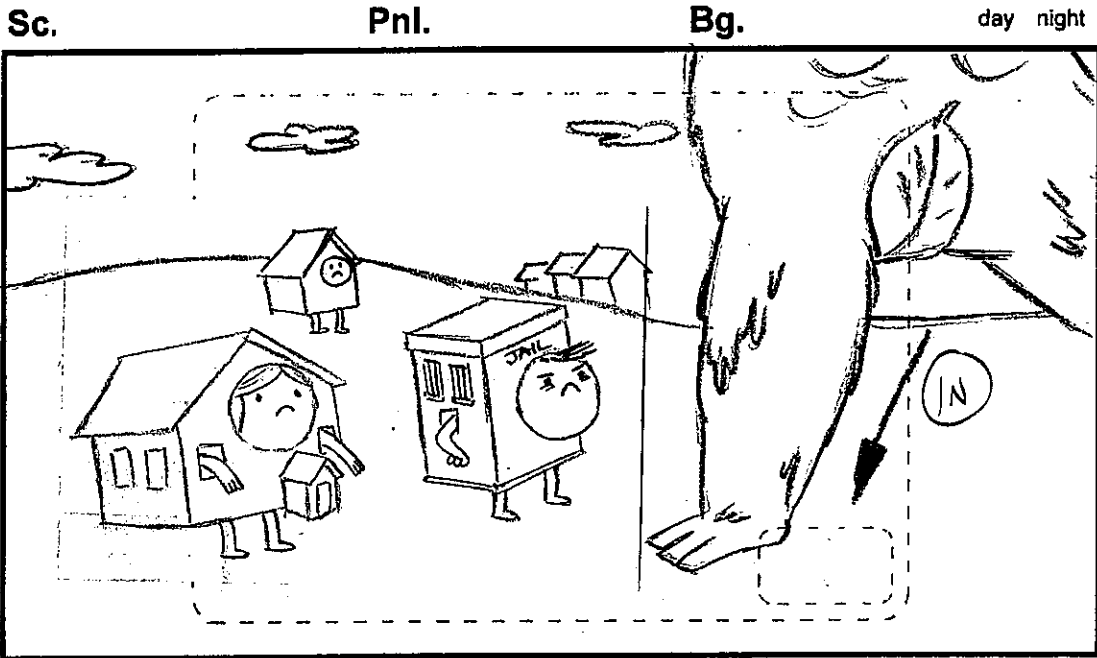
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:

SFX: <BOOM>

SFX: <THUD!>

Action:

THE OGRES FOOT COMES
SLAMMING DOWN

THE CHICKEN IS DROPPED
INTO FRAME.

Timing:

EPISODE #

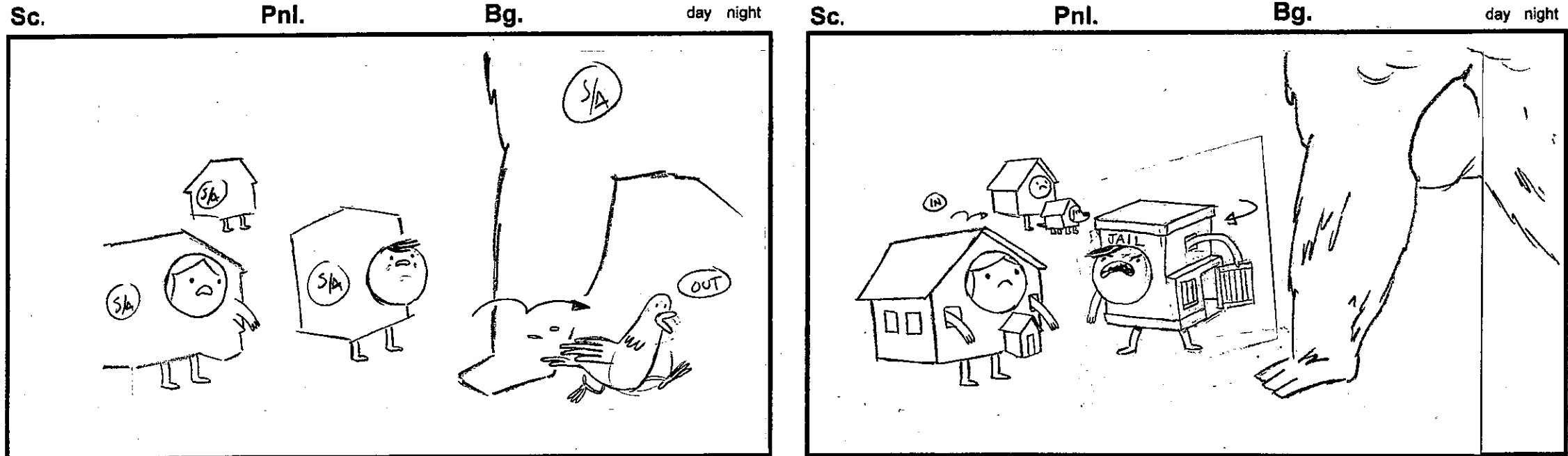
Production :

ADVENTURE TIME



Page 18

no page
no 19
20
next



Dialog:

S: GOOD...

C: < SQUAWKING! >

S: NOW GET IN YOUR TINY CELL!

SFX: < DOOR CREAKING >

Action:

THE CHICKEN RUNS OUT

THE VILLAGERS LOOK
UP TOWARDS THE OGRE.

Timing:

EPISODE #

Production :

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ADVENTURE TIME



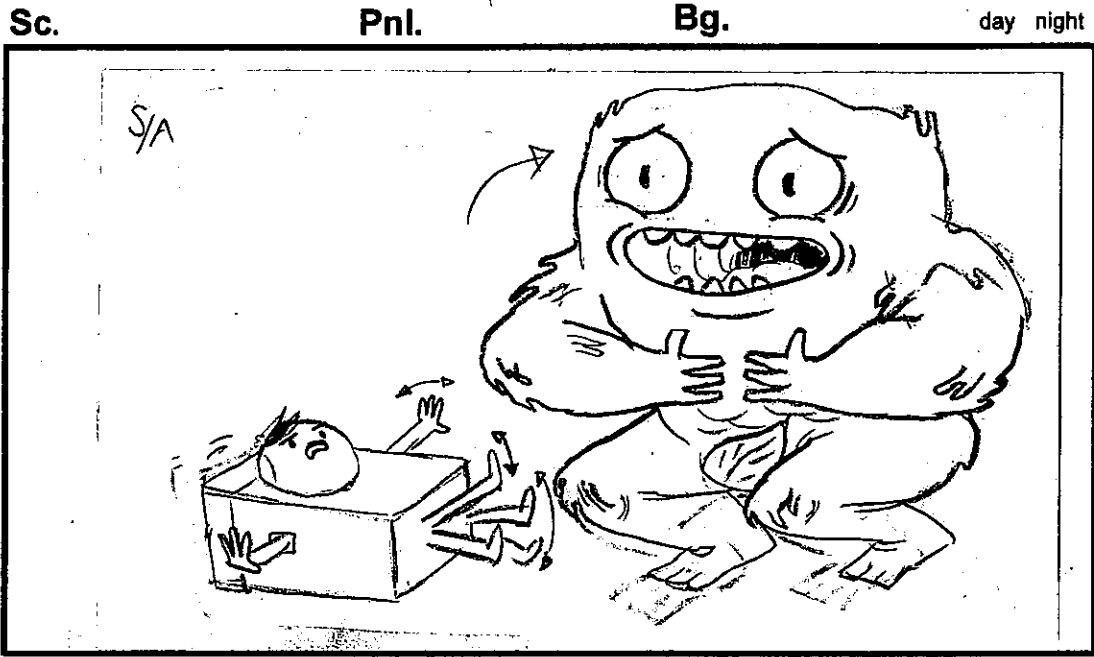
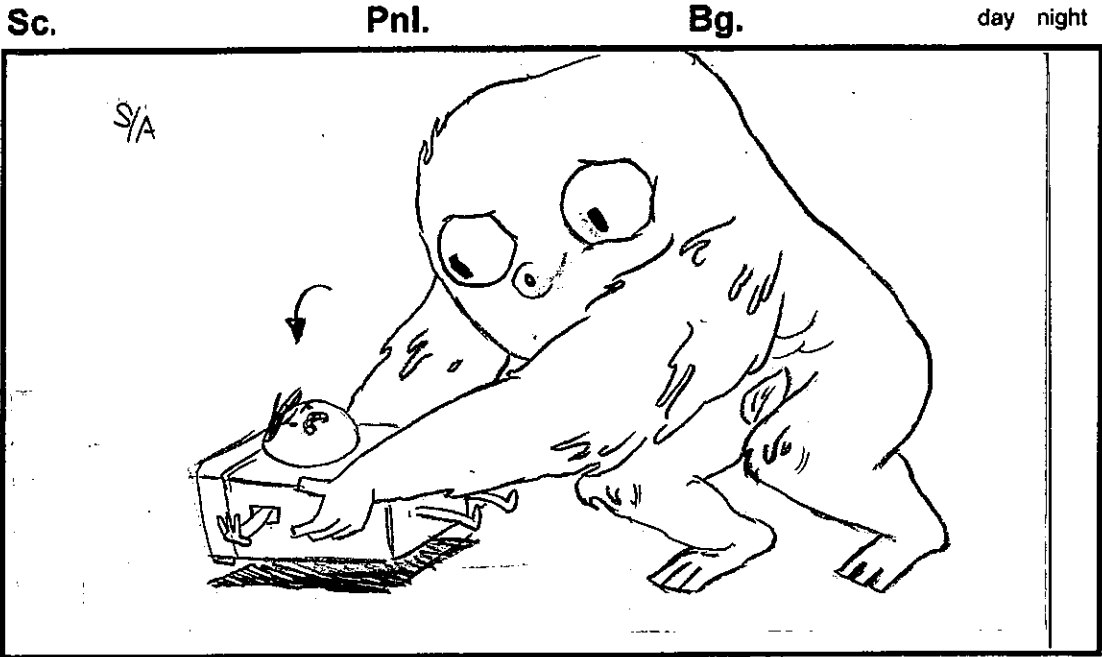
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	<p>S: UH...</p>	<p>S: OK... I'LL LET YOU OFF WITH A WARNING. <u>THIS TIME</u></p>
Action:	<p>OGRE PICKS UP SHERIFF</p>	
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog: S: THIS TIME...

Action: ... AND PLACES HIM ON HIS BACK, LIKE A TURTLE.

Timing:

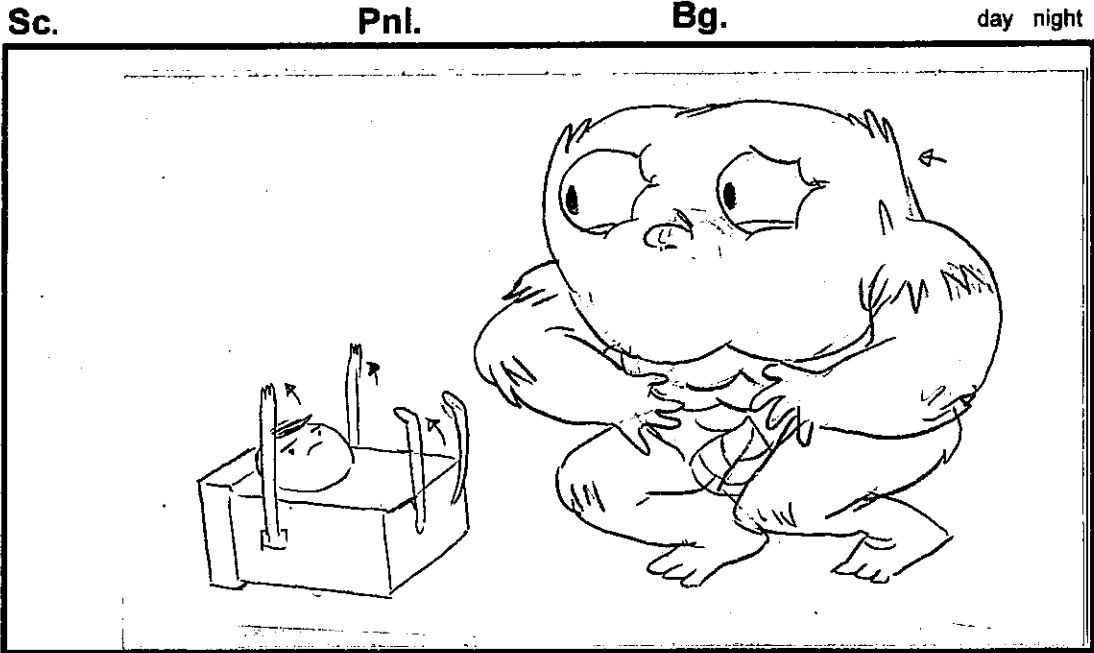
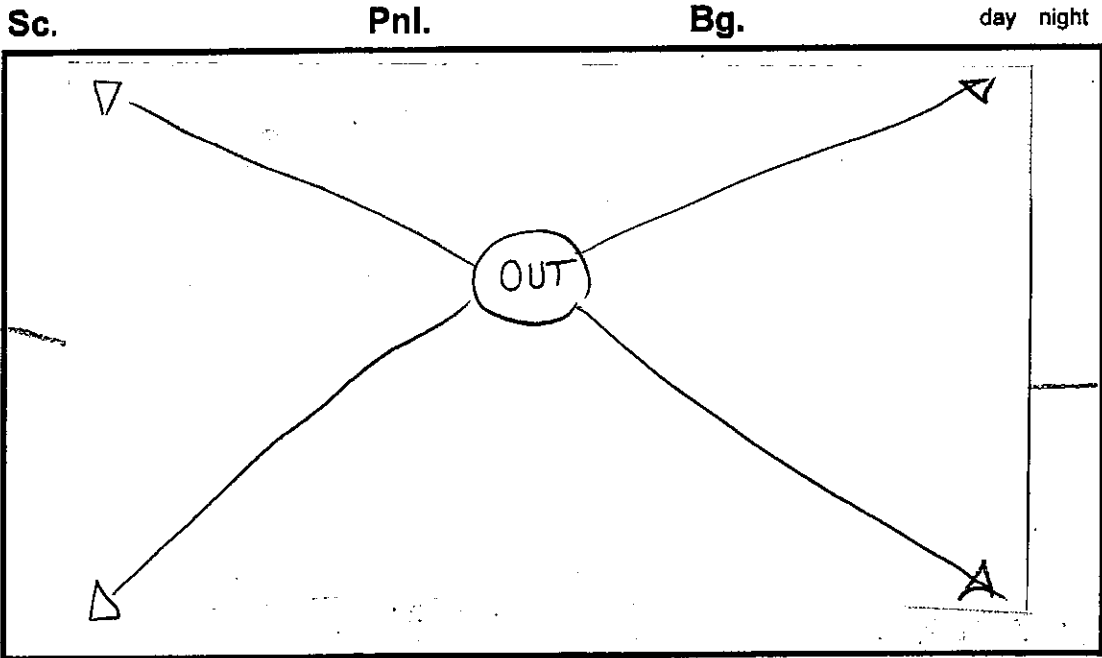
D: "HA AA HA!"

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

F(OS) "HEY, OGRE!"

Action:

Timing:

EPISODE #
CUT
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: F: STOP HAZING THESE CUTE LITTLE HOUSES, J: YA' JERK-BALL.

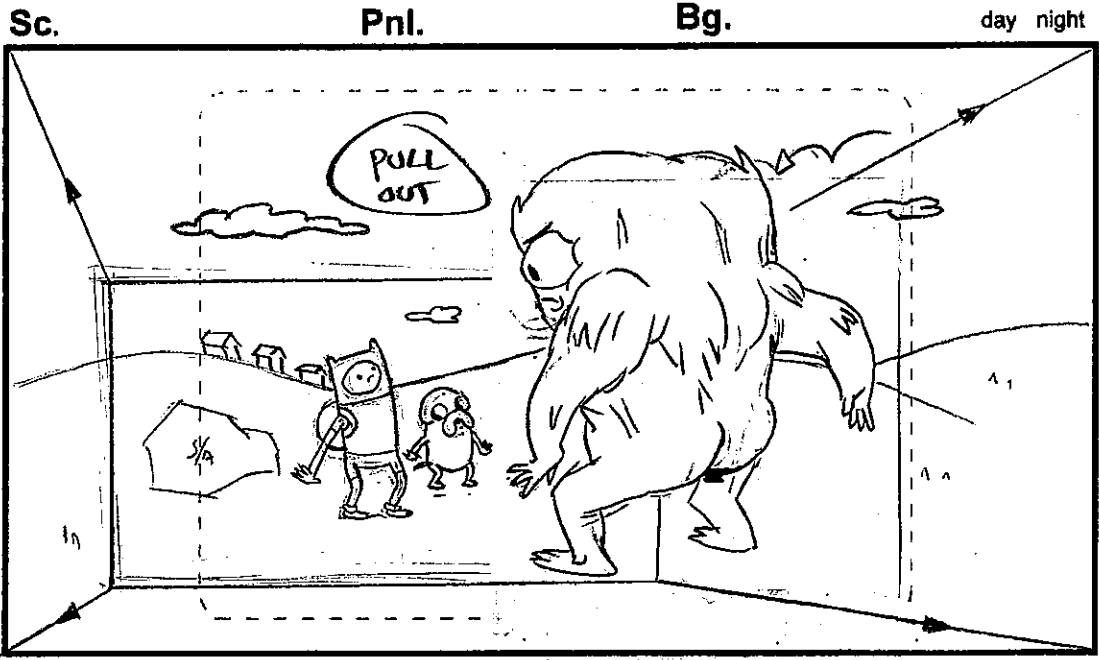
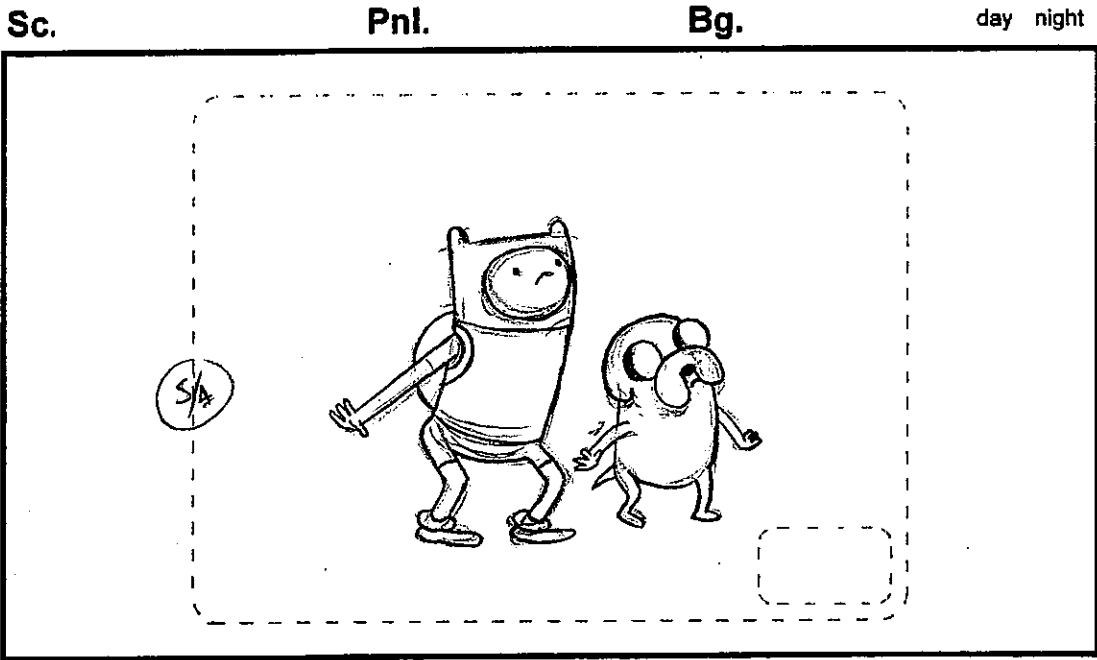
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:

SFX: < FOOTSTEPS >

Action:

PULL OUT AS OGRE STEPS OVER TO FINN & JAKE.

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

S/A

Sc. Pnl. A Bg. day night

Dialog:
D: (QUICK): HAVE A SENSE OF HUMOR N'
MY NAME IS DONNY!!

F: "WHAT?"

Action:

Timing:

EPISODE #

Production :

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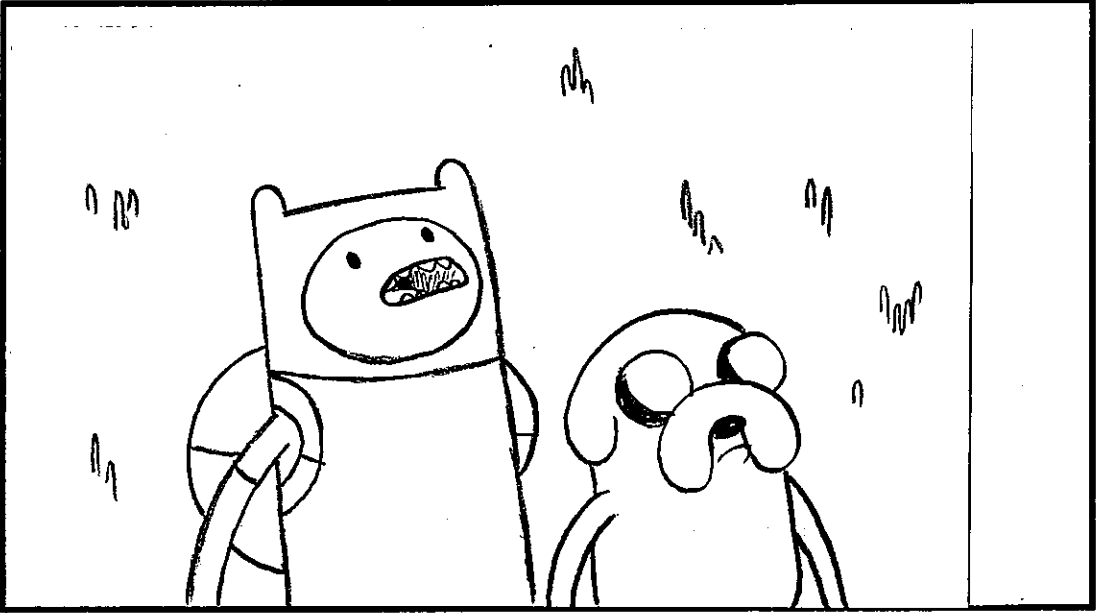
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog: D: "MY NAME IS DONNY, IDIOT!" F: "SORRY, I WAS JUST TRYING
TO GET YOUR ATTENTION."
YOU IDIOT!

Action:

Timing:

EPISODE #

Production :

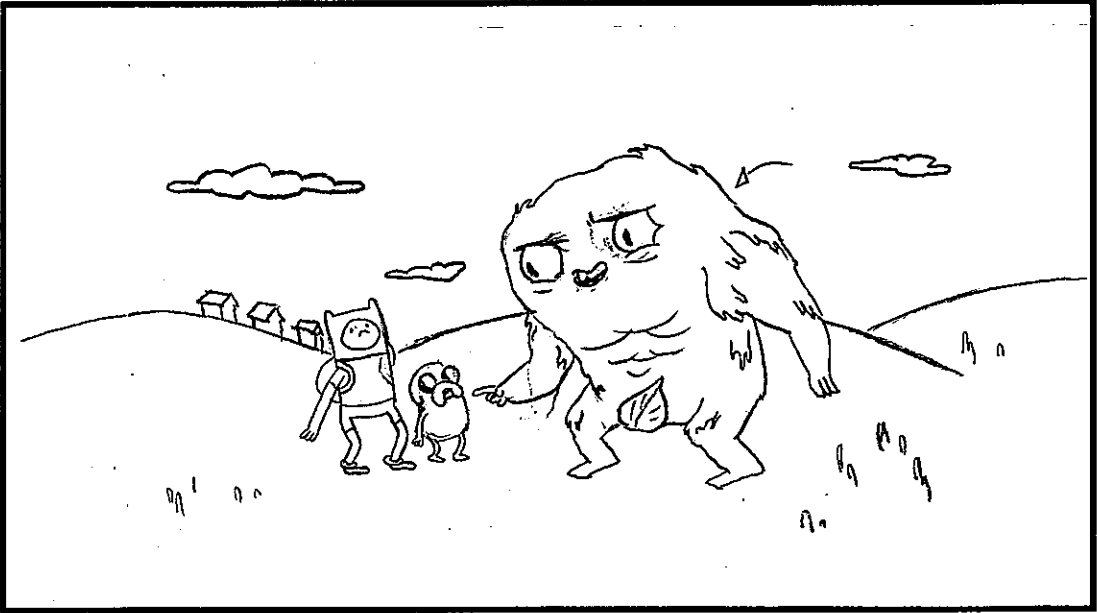
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:
D: WHAT KINDA HOUSES ARE YOU SUPPOSED TO BE? ...UH... STUPID -- A DUMBHOUSE? --
J: HM?

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

S/A

Sc. Pnl. Bg. day night

S/A

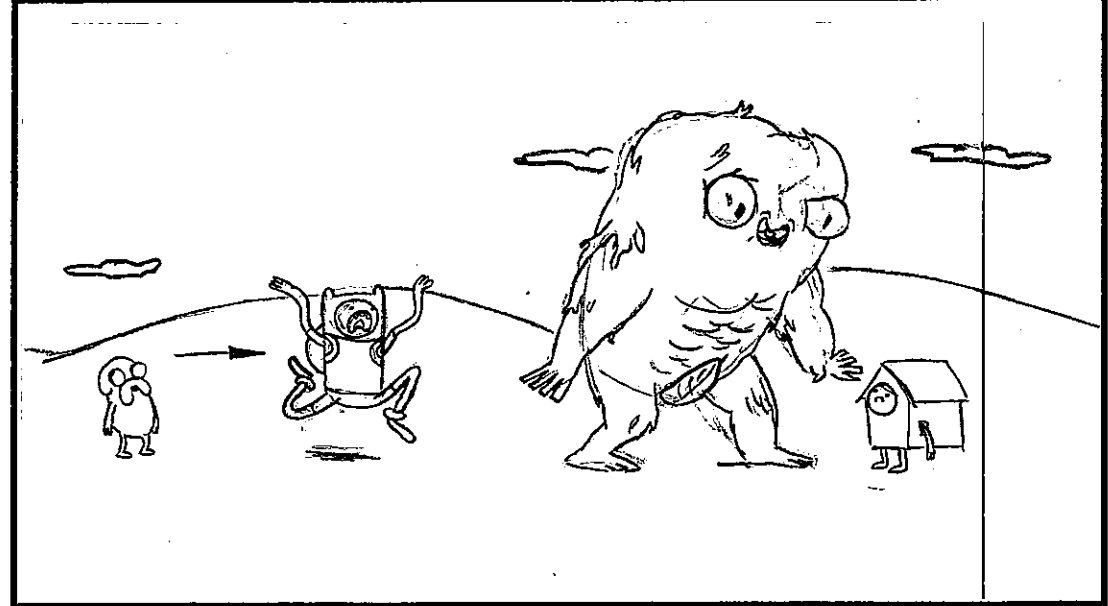
Dialog:	<p><u>J</u>: OW SFX: FLKK!</p>	<p><u>D</u>: HAW·HAW·HAW SFX: (KNEE SLAP)</p>
Action:		
Timing:		

EPISODE #

Production :

٤٢

day night



ADJUST CAM W/ACTION →
E: NEVERRR!!

FINN STARTS TO RUN AFTER
DONNY WHO IS GOING AFTER ANOTHER HOUSE..

Production : A

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

SFX: FWUMP!

D: "ARHH!!"

Action:

FINN ATTACKS DONNY,

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

D : OH, SO YOU WANNA' WRESTLE, HUH!

NO!! I'M DEFEATING YOU, VILLAIN!

Action:

DONNY TILYS TO GRAB FINN FROM HIS BACK.

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:
D: OHP! YOU'RE IN TROUBLE NOW ...

D: CAUSE I KNOW LIKE THIS NINJA MOVE TO GET OUTA THIS LOCK! INSTANTLY!

Action:
DONNY GRABS FINN'S LEGS

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

F: "MMEEEEHH!!"

D: UH, OK, NOW FIRST GETTAH...

D: [CHOKING NOISES] HGKK!

Action:

DONNY PULLS @ FINN'S LEGS
BUT CAN'T BUDGE HIM.

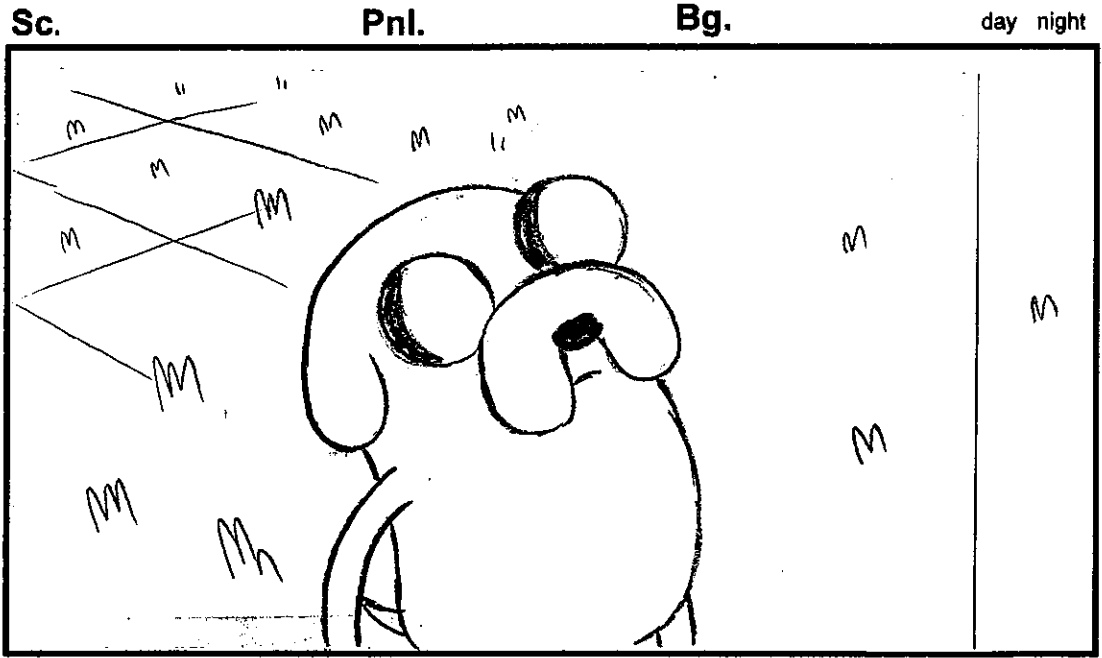
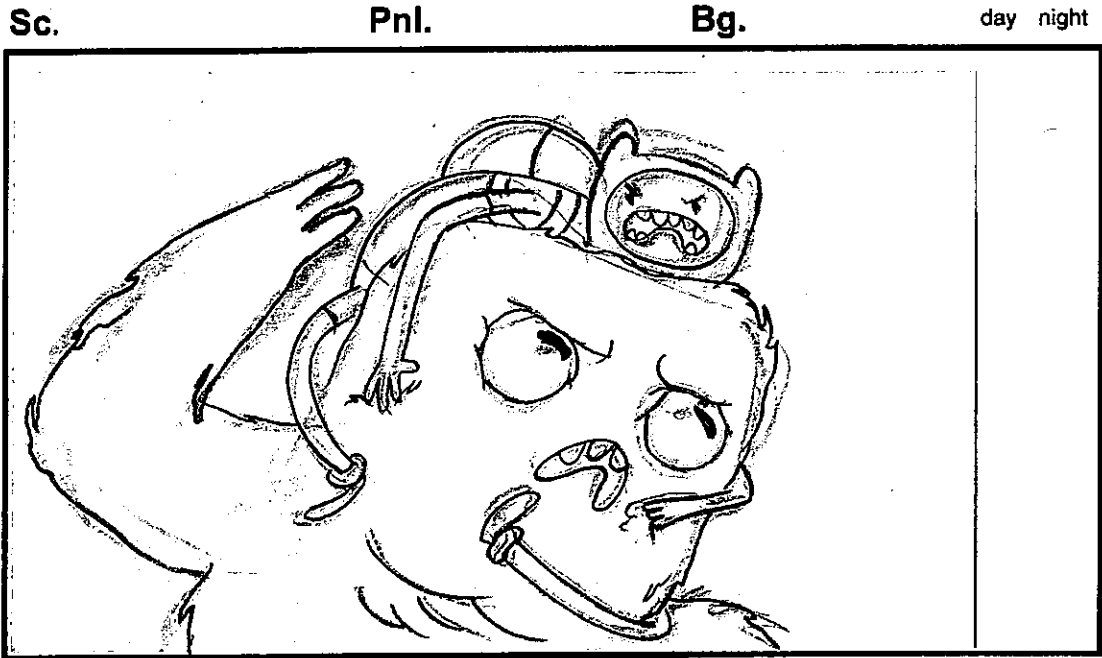
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Dialog: F: "RRRGGG ..."
D: (WHINY) GHEY!!! YOU'RE DOIN' IT WRONG!

Action: JAKE LOOKS AT HIS FINGERS

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 37A

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

S/A

S/A

Dialog:	<div>D: (O/S) STOP CHEATIN' !!</div> <div>J: DR SHEW !</div>
Action:	JAKE WIGGLES HIS FINGERS
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Page 38

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:

F: (s/s) NAW, YOU'RE JUST DOIN' IT WRONG.
WONDER

F: <GRUNT!>

D: WHAT DO YOU MEAN?

Action:



JAKE TWIDDLES
HIS THUMBS.

BOTH STRUGGLE

Timing:

EPISODE #

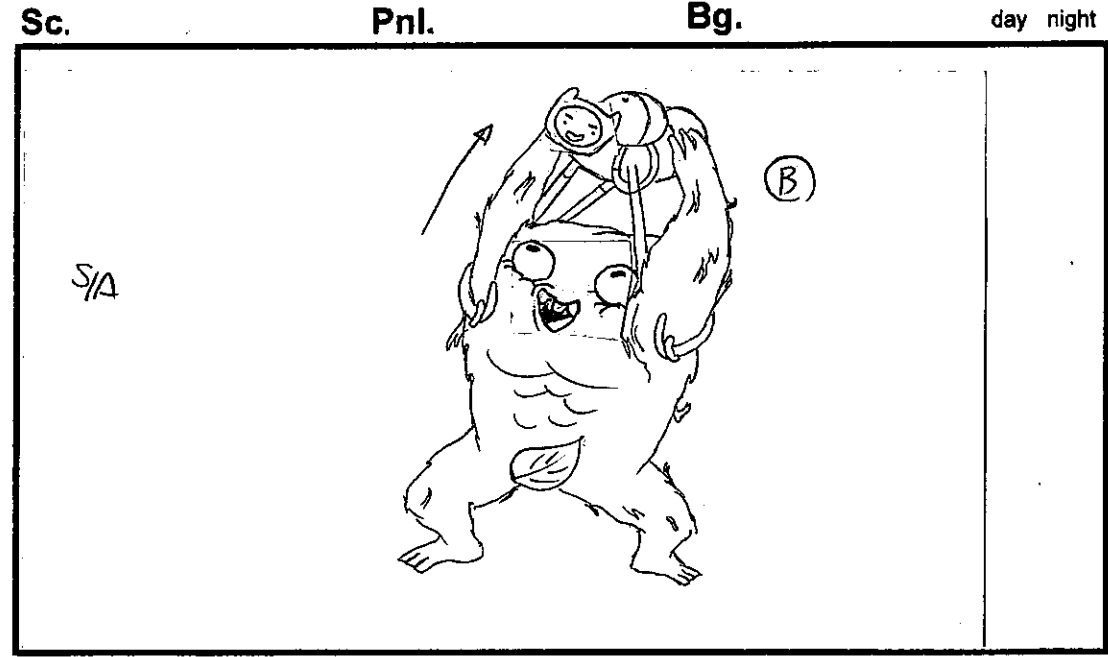
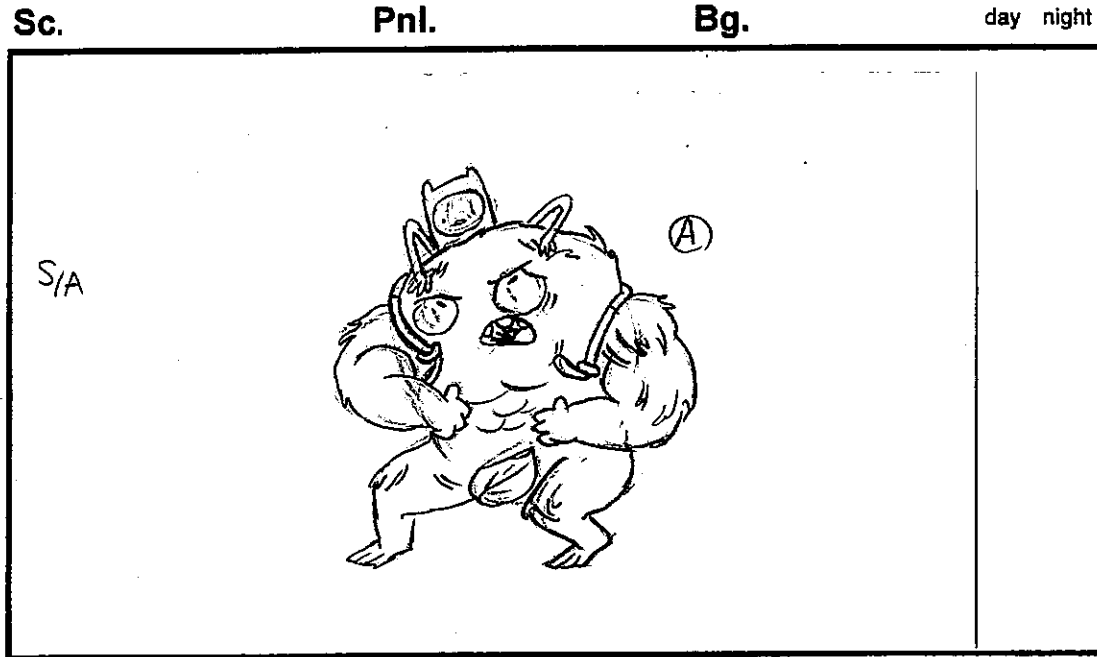
Production :

ADVENTURE TIME



WST PAGE 41

Page 39



Dialog:

F: <GRUNTING> FIRST, YOU ROLL YOUR RIGHT SHOULDER FORWARD...

D: <GRUNTING> LIKE THIS?

Action:

EYES

Timing:



F: YEAH, BUT THEN I COUNTER IT BY DOIN' THIS!

D: HEY! HA-HA



EPISODE #

Production :

ADVENTURE TIME



Page 41

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
S/A					S/A				

Dialog:

< BEAT >

F: UM YOU NEED TO TAKE A BREAK?

D: (PANTING) (TERSE) NO... (HUFF HUFF)

D: (BREATHLESS) BUT IF YOU NEED TO...
... WE CAN STOP...

Action:

BOTH BREATHING HEAVY.

Timing:

EPISODE #

Production :

ADVENTURE TIME

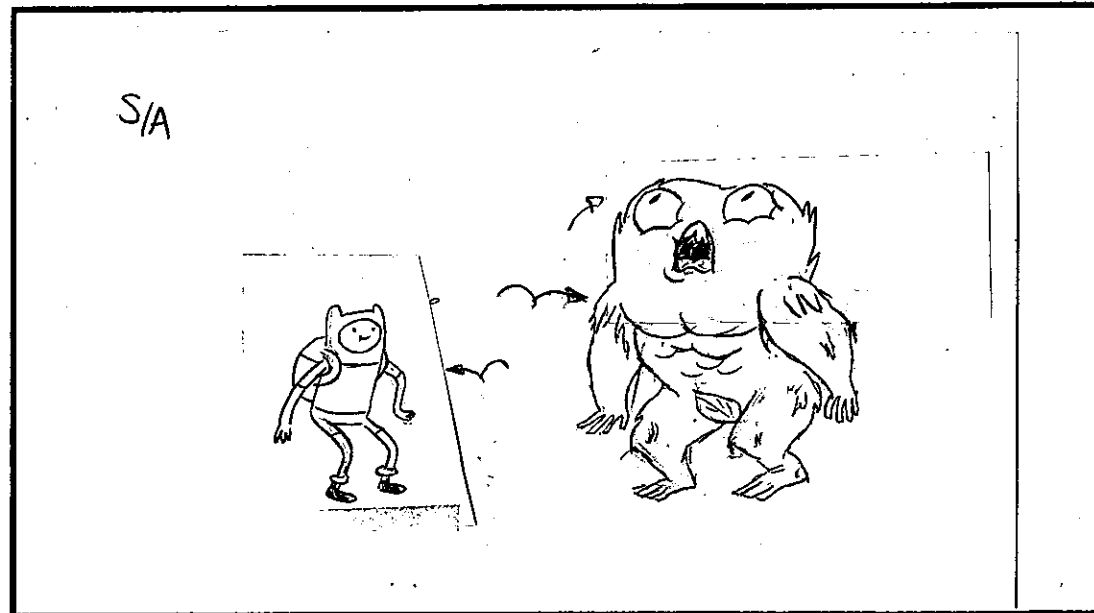


Page 42

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:-

D: (GROKING) YOU BABY.

F/D: <HEAVY BREATHING>

Action:

Timing:

EPISODE #

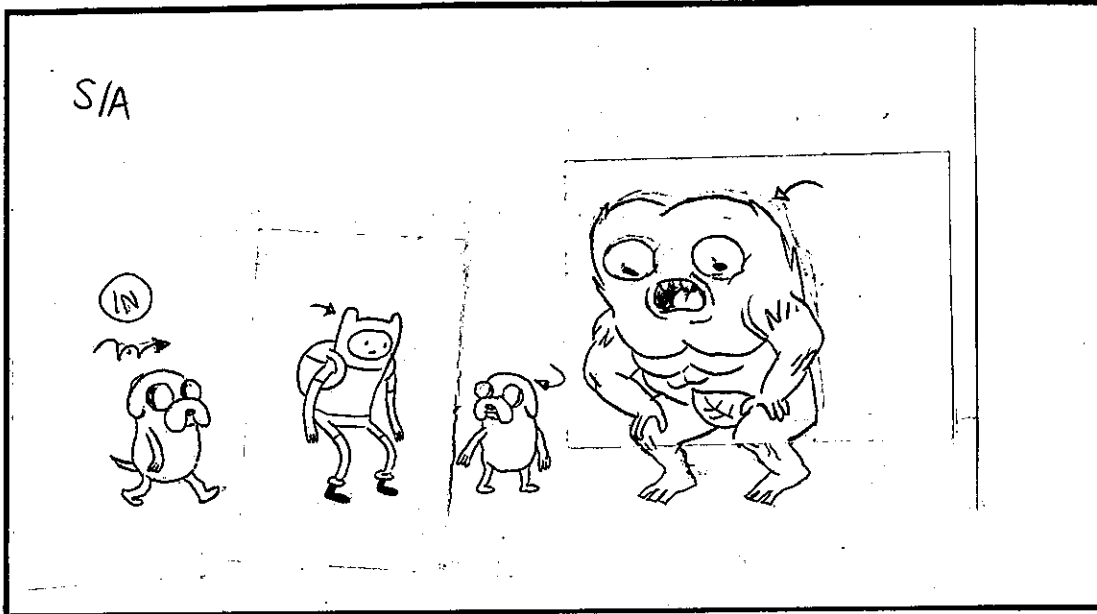
Production :



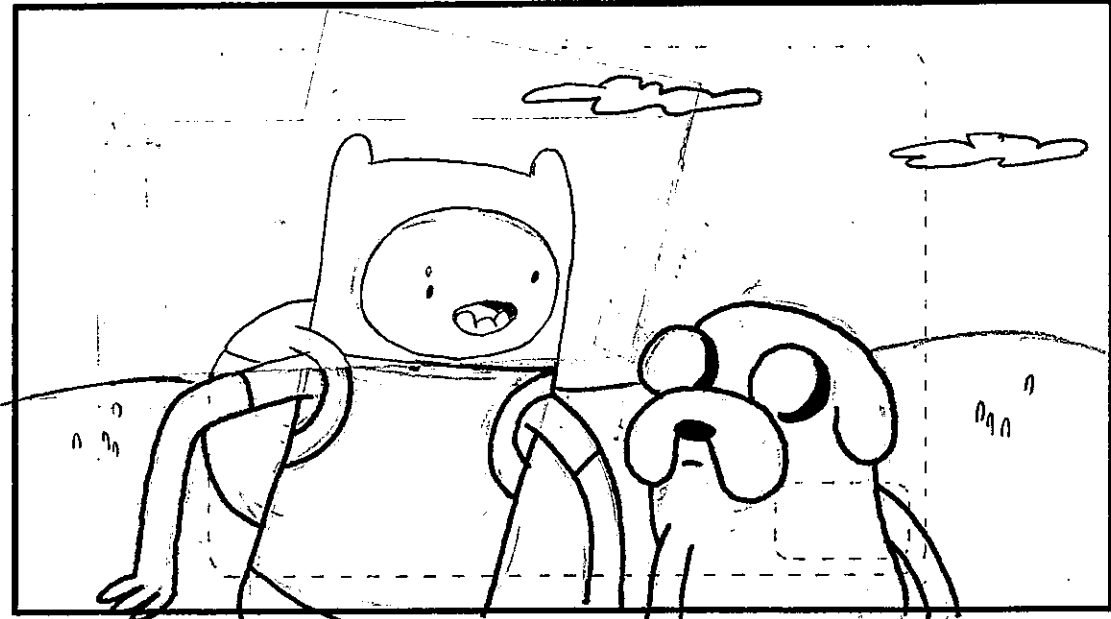
ADVENTURE TIME

Page 43

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: E/D: <HEAVY BREATHING>

J: WHOA, I ZONED OUT THERE FOR A BIT.
DID YA' WIN?

E: <PANTING> NAW ... JUST TAKIN' FIVE...

Action: JAKE WALKS IN

Timing:

EPISODE #

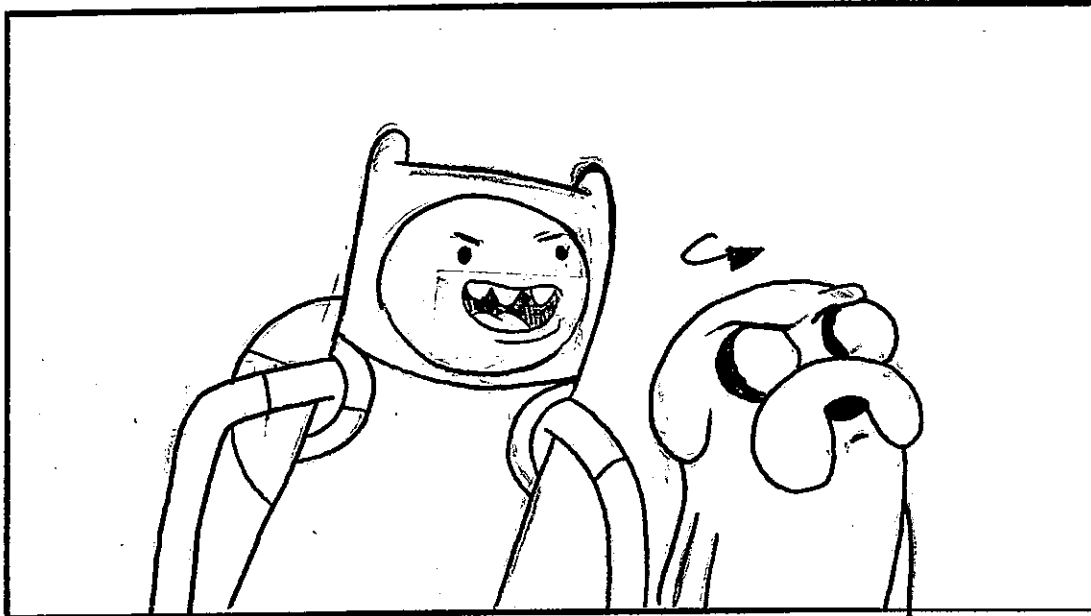
Production :

ADVENTURE TIME

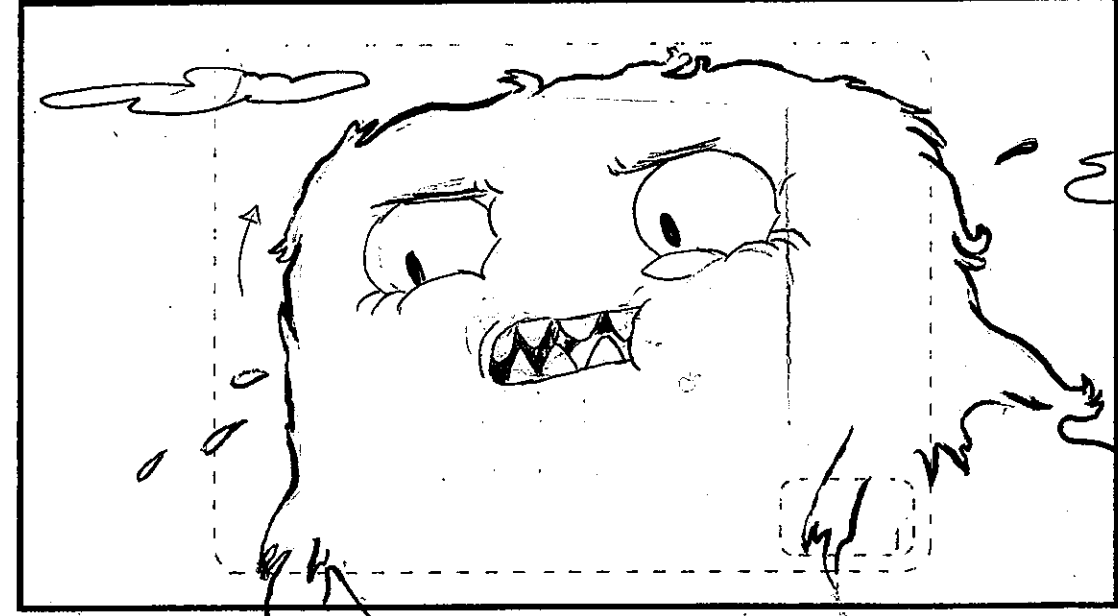


Page 44

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



EPISODE #

Dialog:

F: DONNY'S PRETTY GOOD...

D: (BREATHING HEAVY)

YEAH? ... WELL, YOU'RE OKAY, TOO.

Action:

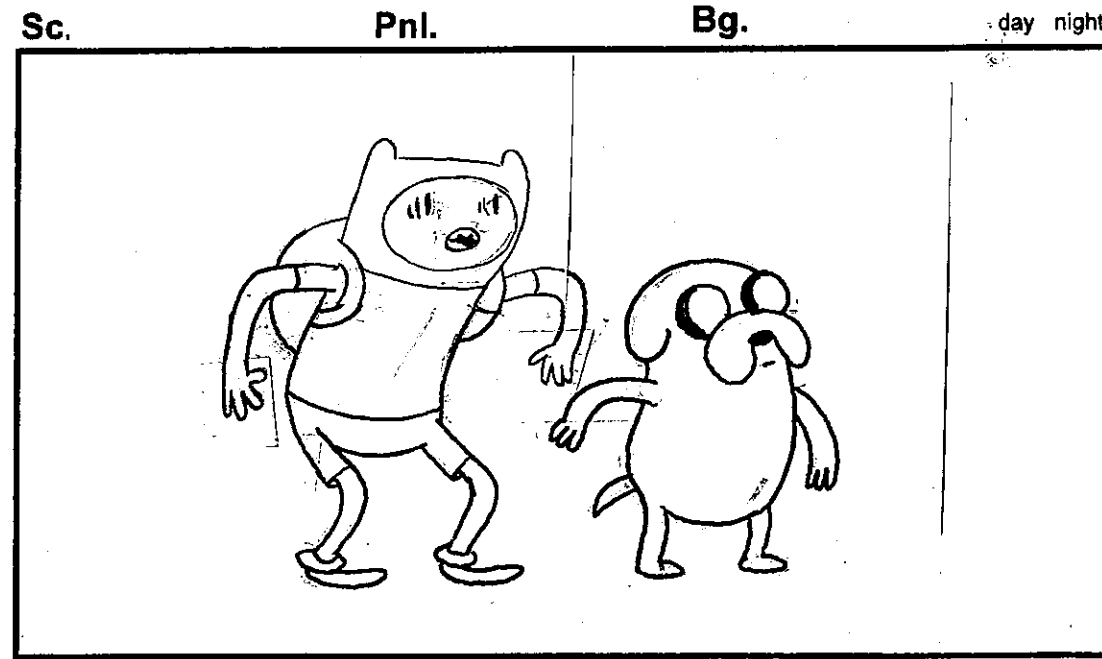
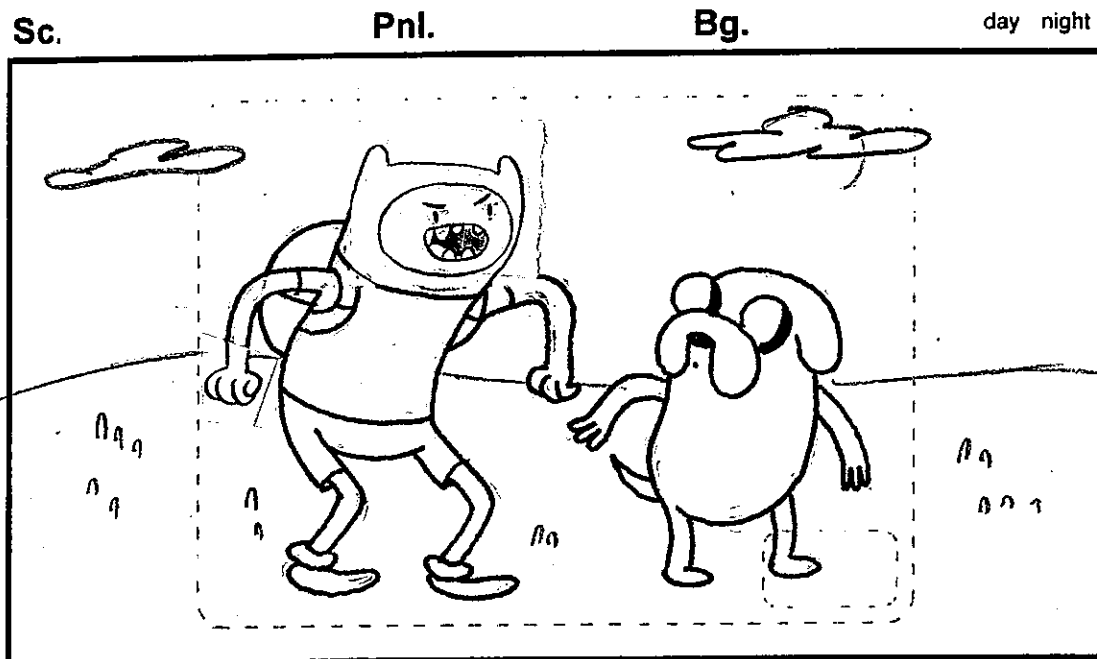
Timing:

Production :



ADVENTURE TIME

Page 45



Dialog:

E: (THANKS) MANE TO THE!

D: (O/S) FOR A COMPLETE IDIOT!!

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	<u>F</u> : AWW...	<u>J</u> : DONALD! QUIT ALL THIS JERKY NONSENSE!
Action:		
Timing:		

EPISODE #

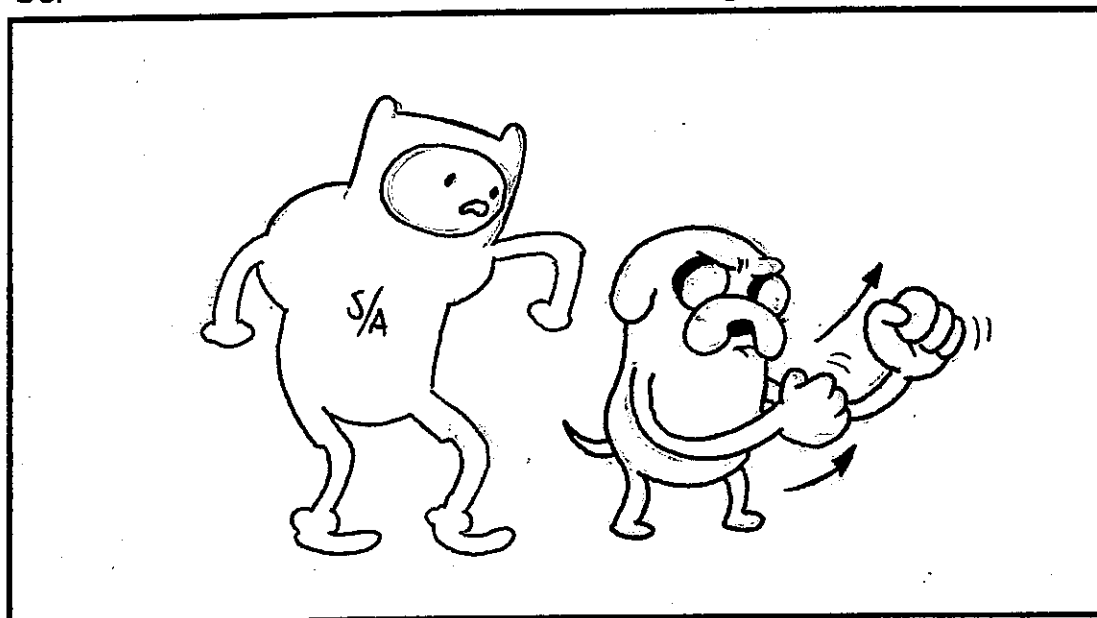
Production :

ADVENTURE TIME

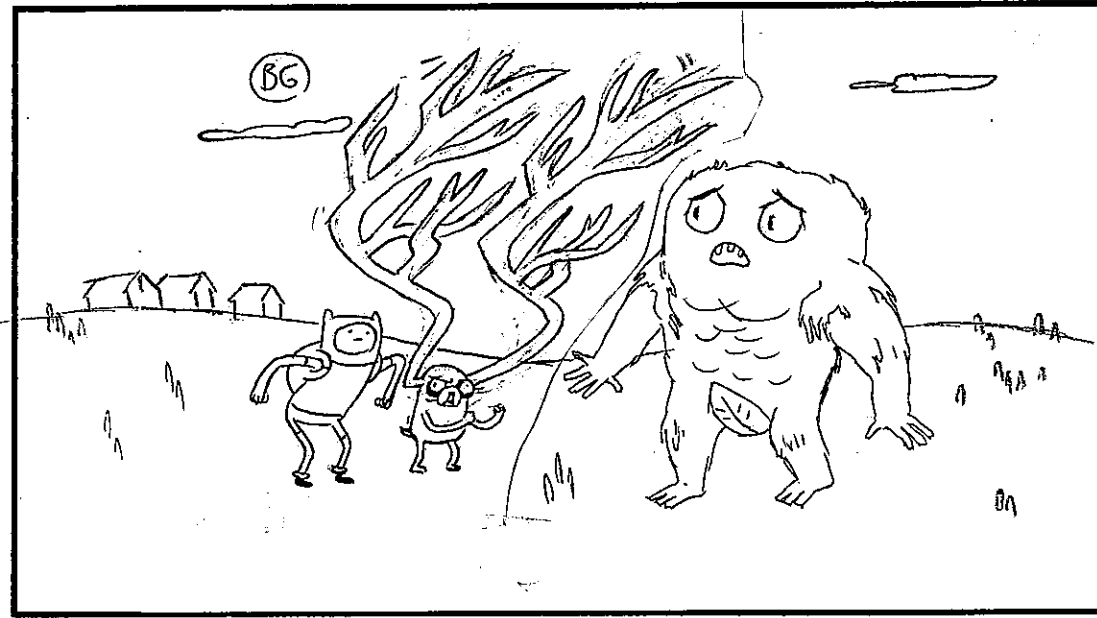


Page 47

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J: [STRAIN] HNHMM!

J: [SNORT] UNLESS YOU
WANT TO GET GORED BY
A FOREST PRINCE!

Action:

(JAKE'S ARMS GROW)



Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 48

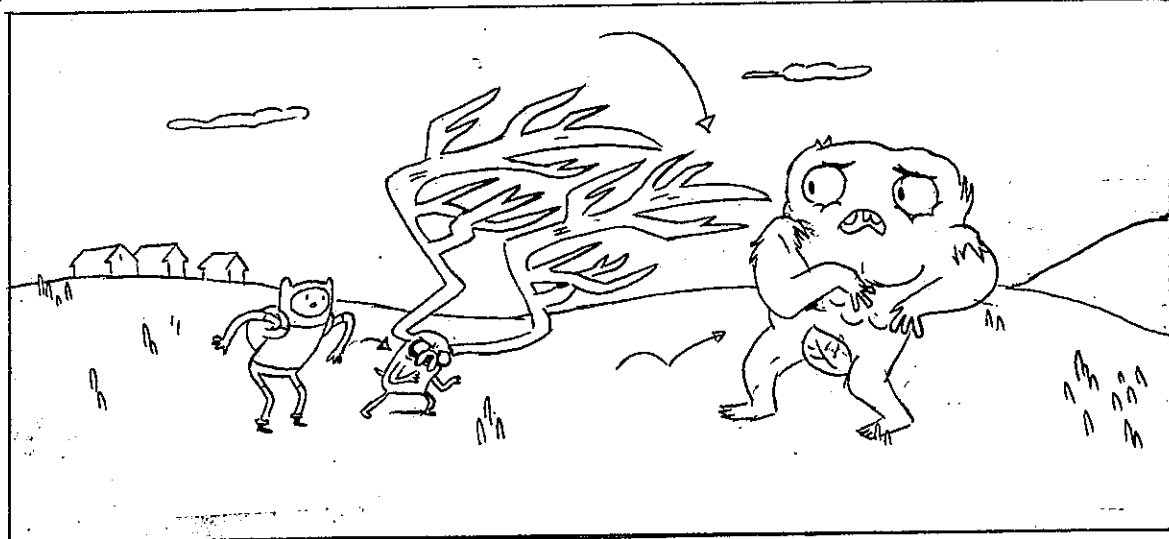
Sc.

Pnl.

Bg.

day night

ADJ w/ ACTION →

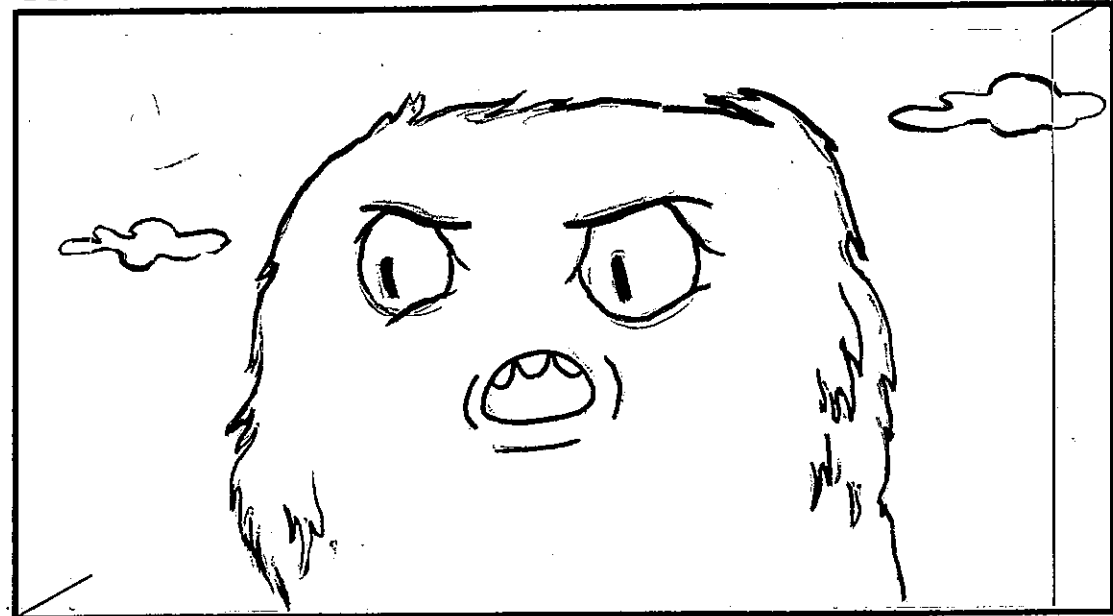


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

D: GUH! J: [B-A-A-A-A!]
SEX: SHING!

D: I WAS ~~RE~~ JUST KIDDING AROUND!
BUT THEN YOU TOOK IT TOO FAR.

Action:

Timing:

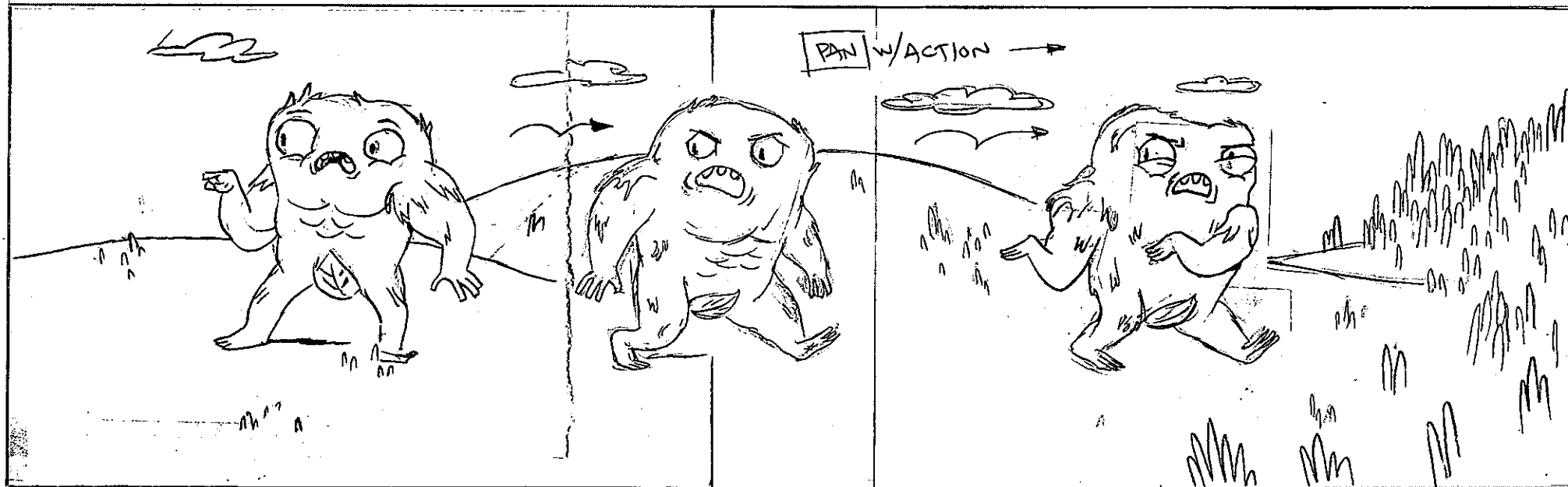
Production :

ADVENTURE TIME



Page 49

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog: D: YOU GUYS ARE THE REAL JERKS ...

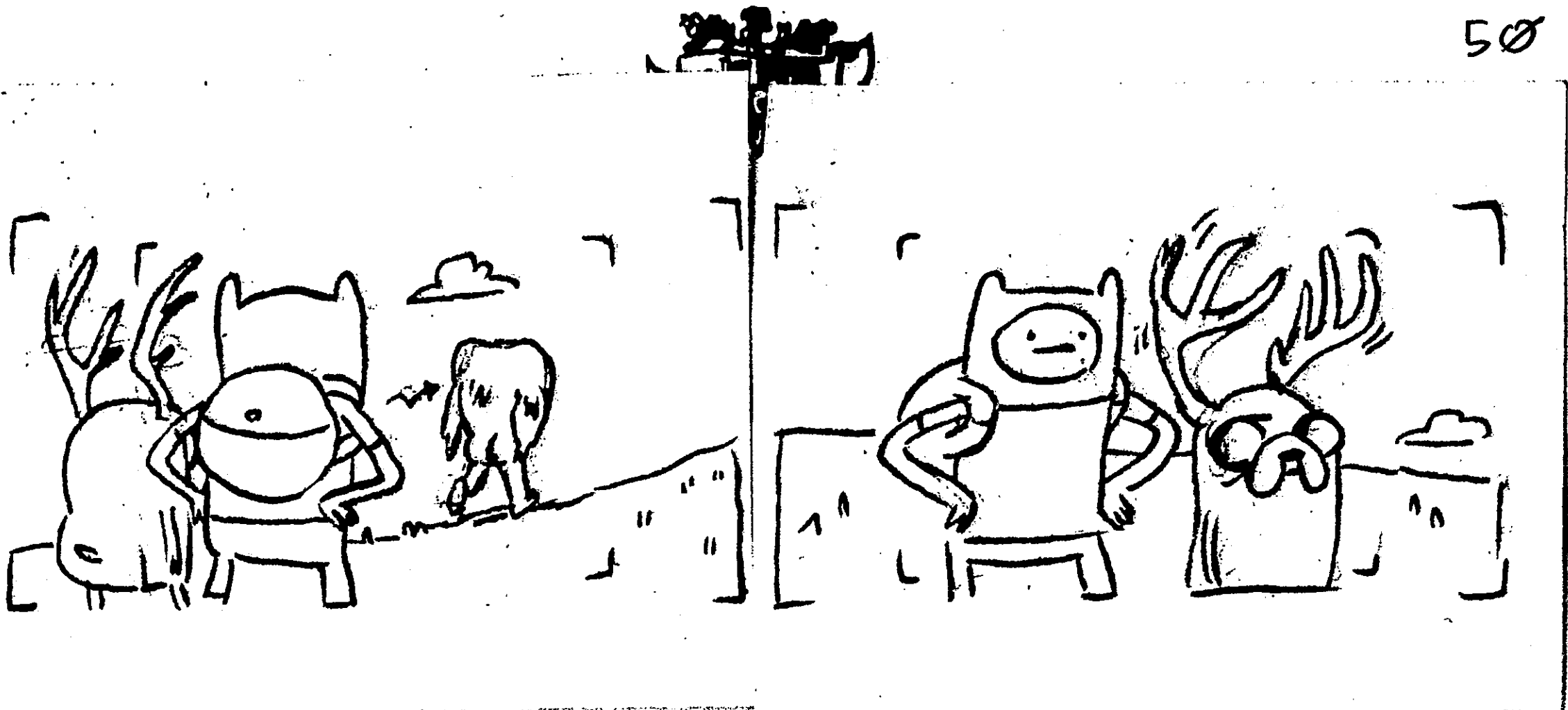
START D(Cont'd): PSHHH... END

Action: DONNY WALKS AWAY AS THE CAM. FOLLOWS.

Timing:

EPISODE #

Production :



Action:

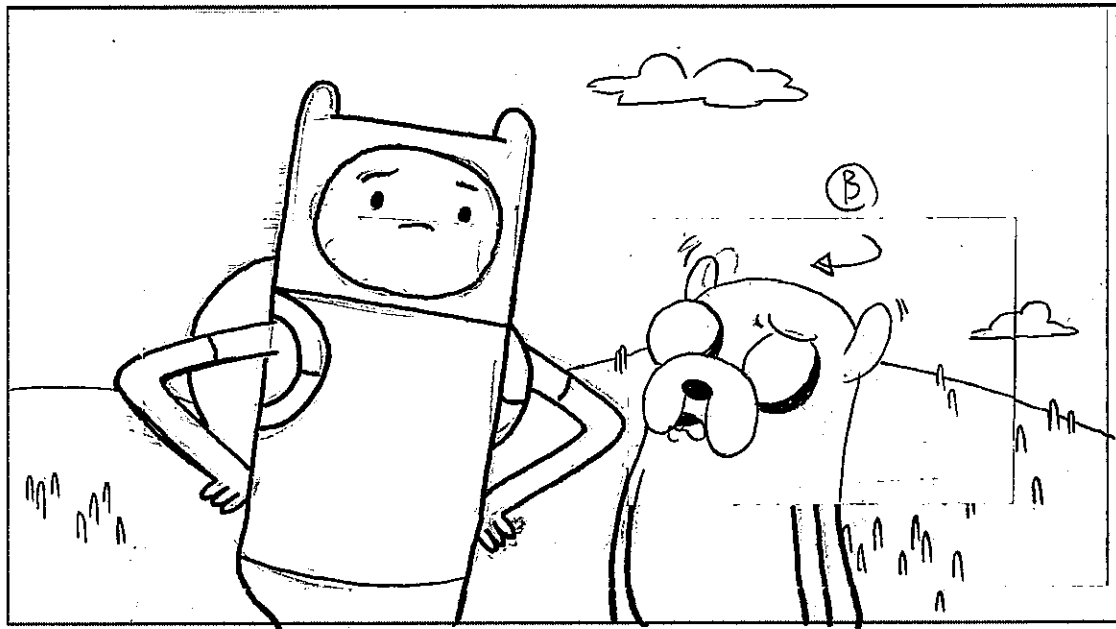
Things:

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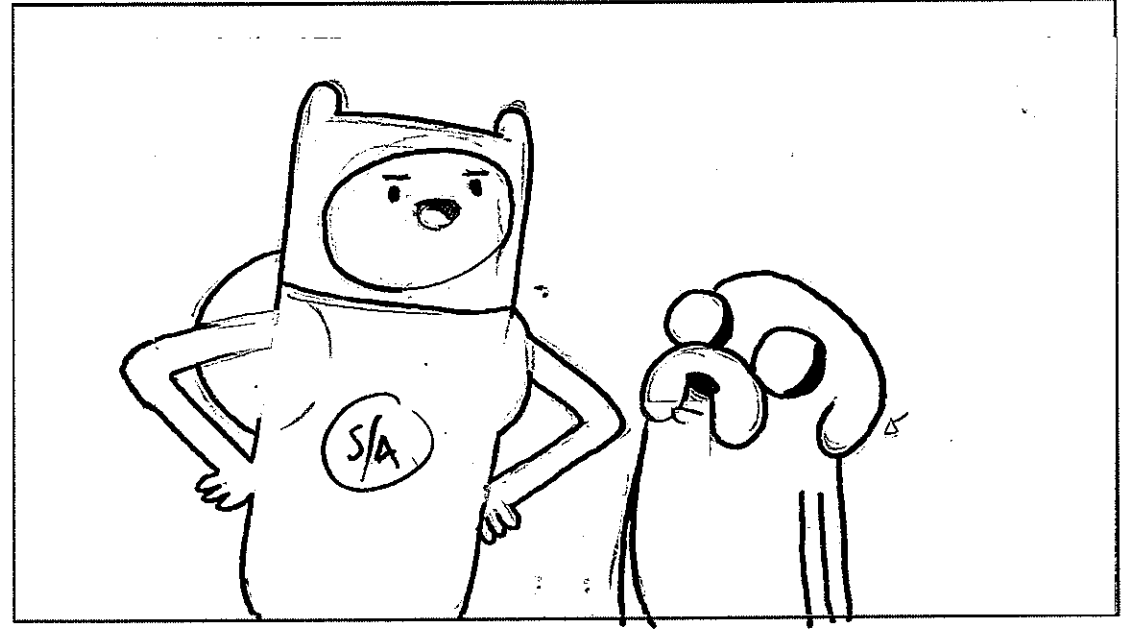
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog: J: DONNY IS ONE MIXED-UP DUDE.

E: NAH, HE'S JUST ROUGH N' TUMBLE.
...LIKE ME!

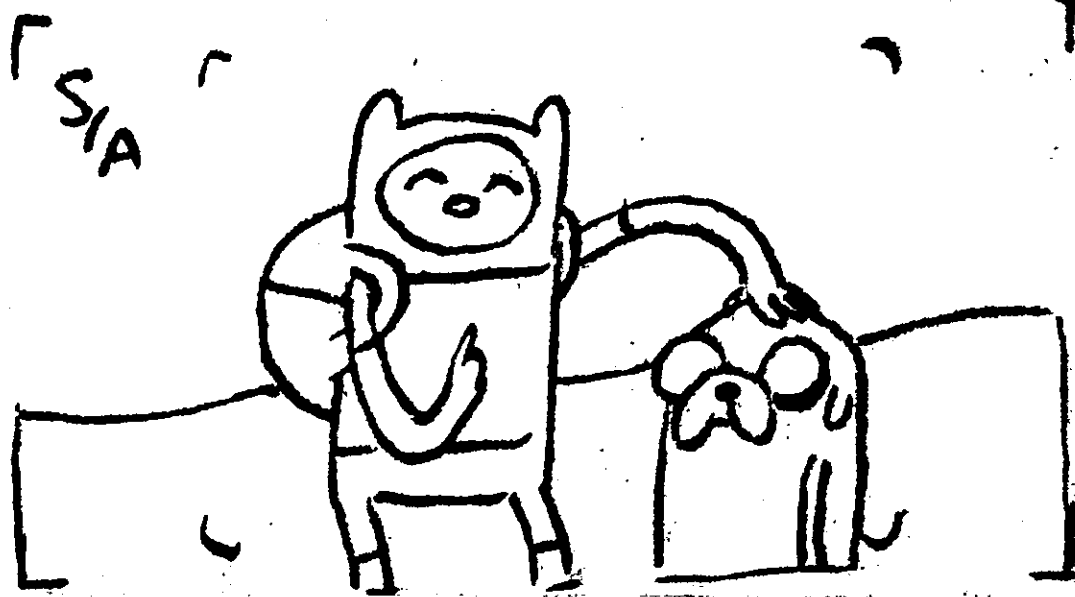
Action:

Timing:

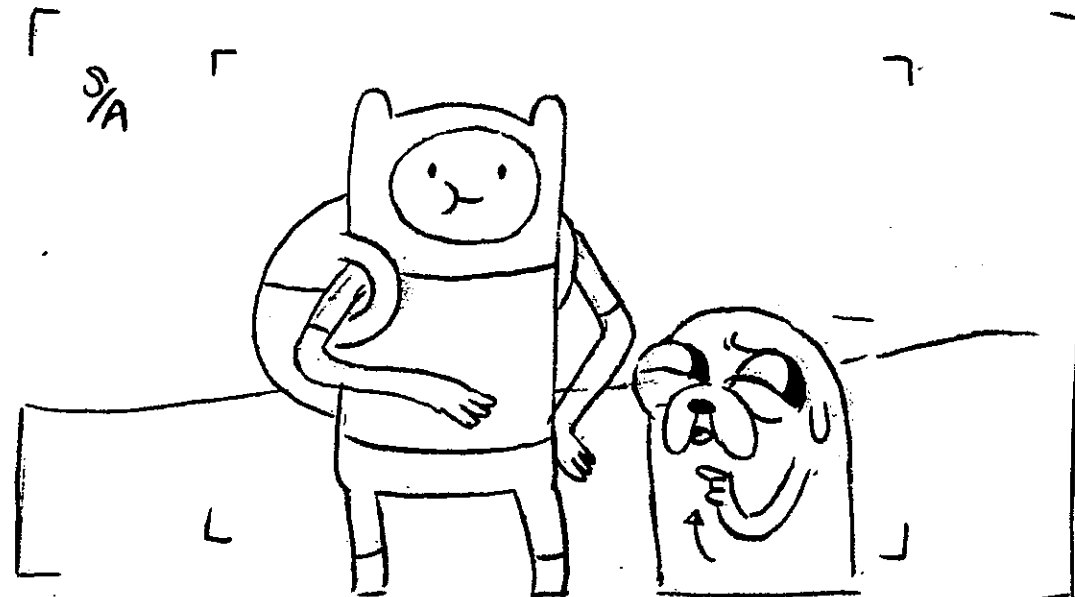


EPISODE #

Production :



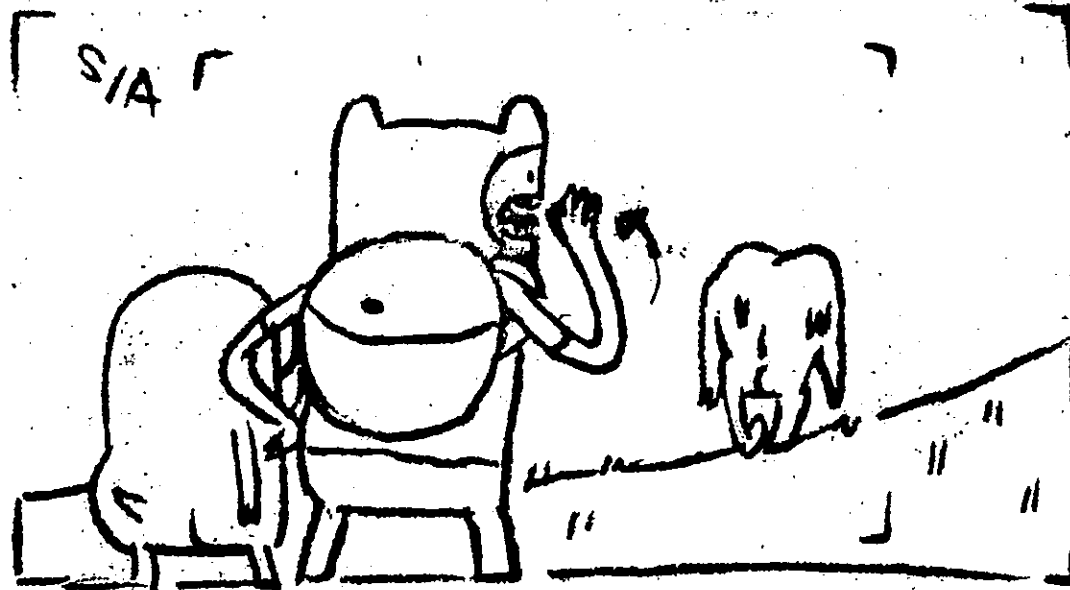
E: BUT DEEP DOWN, HE'S
PROBABLY REALLY SENSITIVE
... LIKE ME.



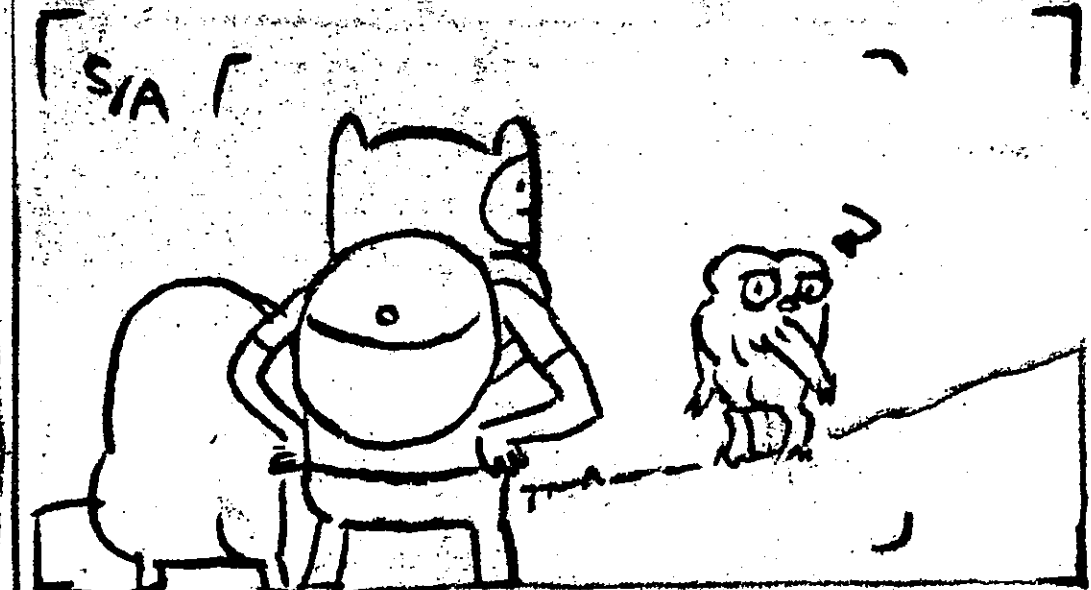
J: YOU'RE A MIXED UP DUDE, TOO

Address

Findings



F: HEY DONNY?



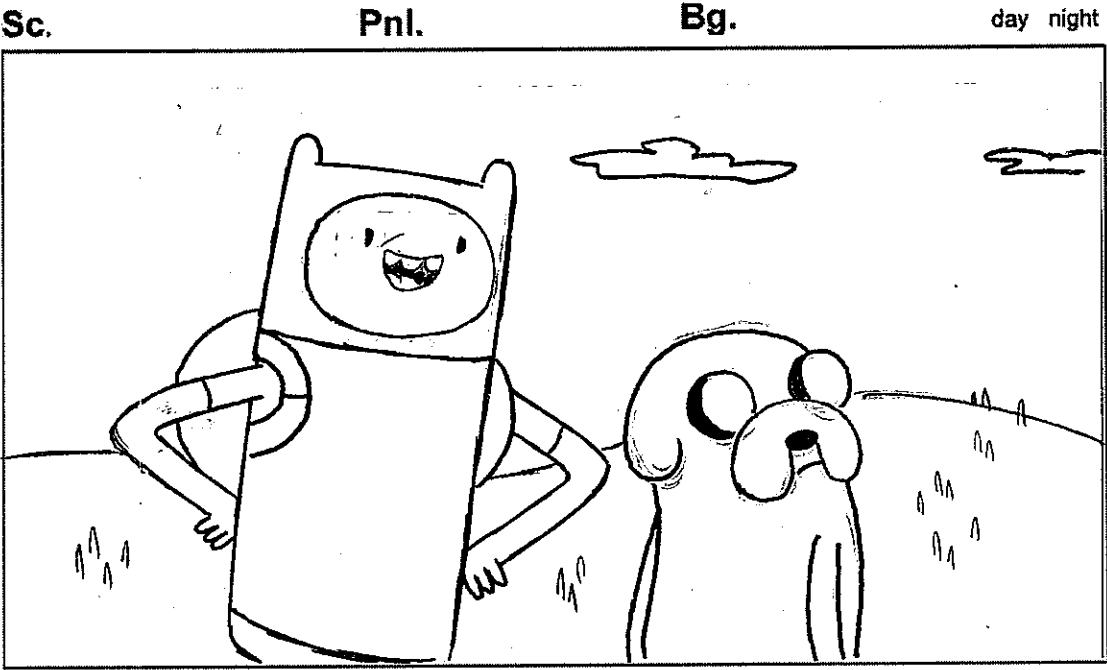
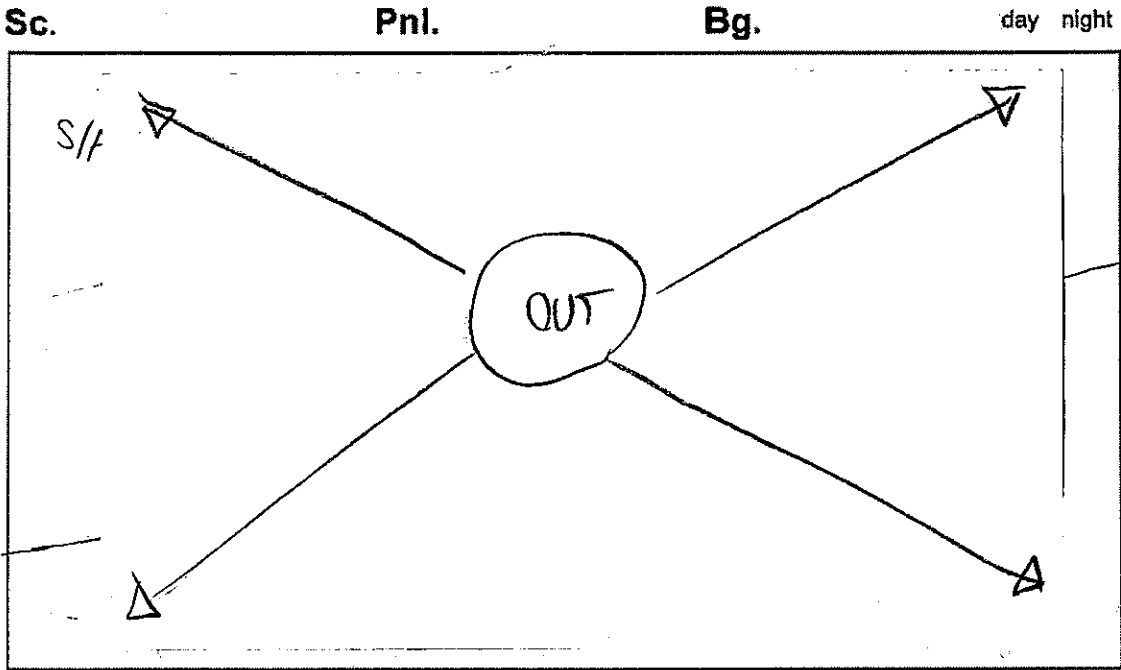
D: WHAT?

Action

Things

Production :

ADVENTURE TIME



Dialog:	<div data-bbox="1408 959 2368 1162" data-label="Text"><p>E: I WAS THINKIN' THAT, SINCE YOU'RE A PRETTY GOOD WRASSLER, MAYBE YOU'D WANNA'...</p></div>
Action:	
Timing:	

EPISODE #

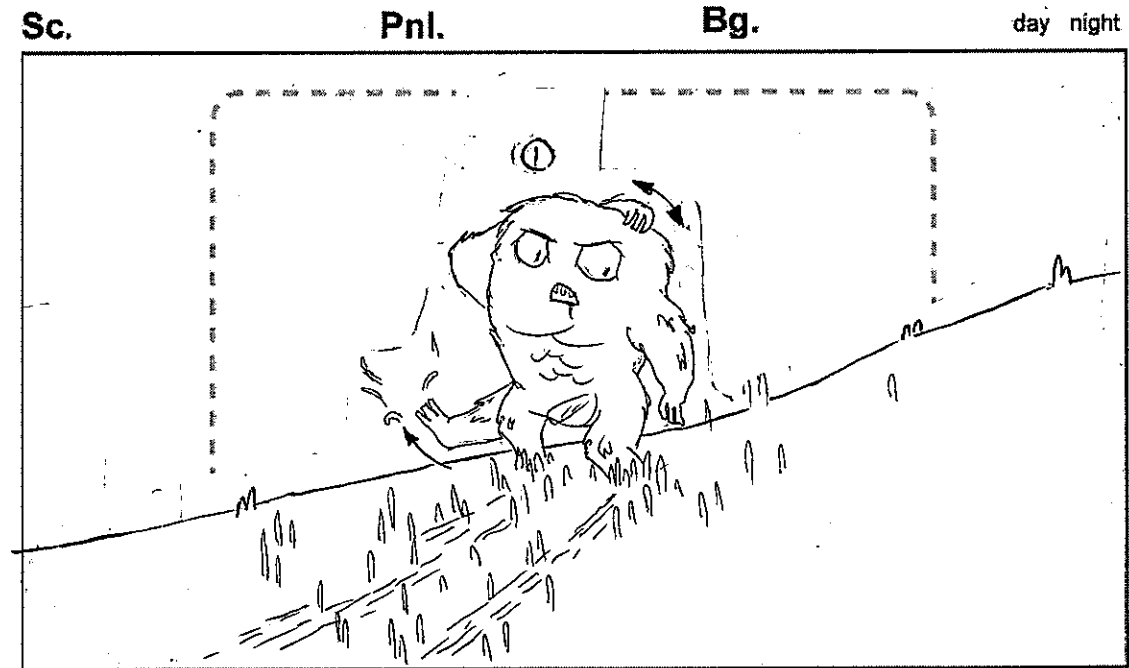
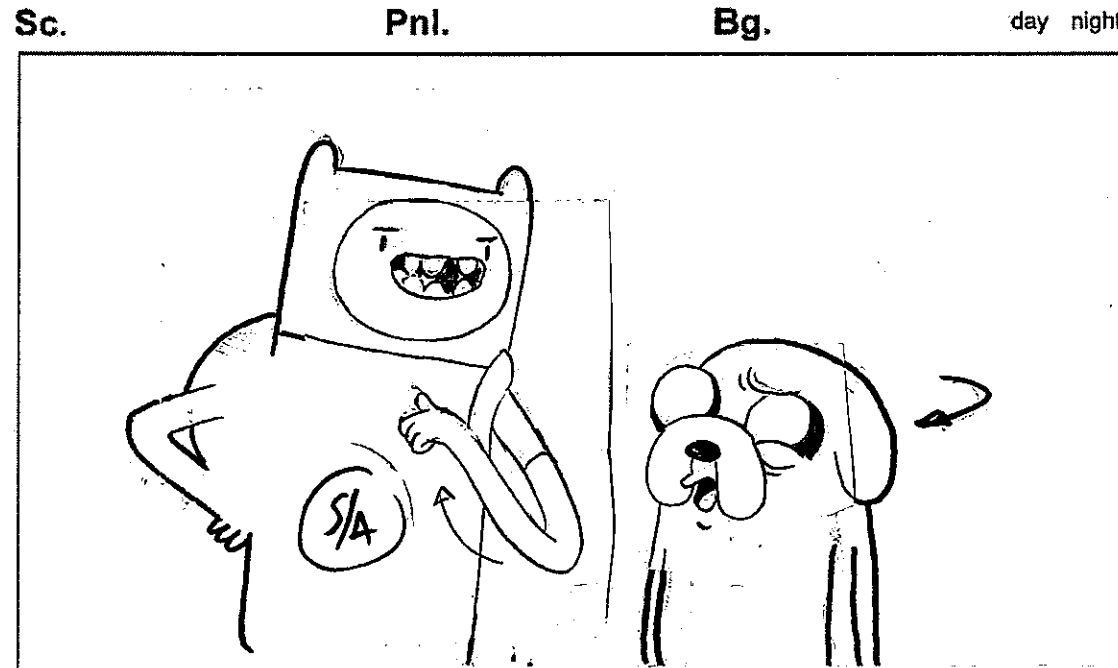
Production :

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ADVENTURE TIME



Page 56



Dialog: F: HANG OUT WITH A COUPLE OF RASCALS LIKE ME AND JAKE...

D: (SHEEPISH) UH, I DON'T KNOW... MESSIN' WITH THESE HOUSES IS PRETTY FUN. YOU GOT SOMETHIN' BETTER?

Action:

Timing:



DONNY KICKS HIS FOOT OUT IN A "SHUCKS" MOMENT, WHILE HE RUBS HIS HEAD.

EPISODE #

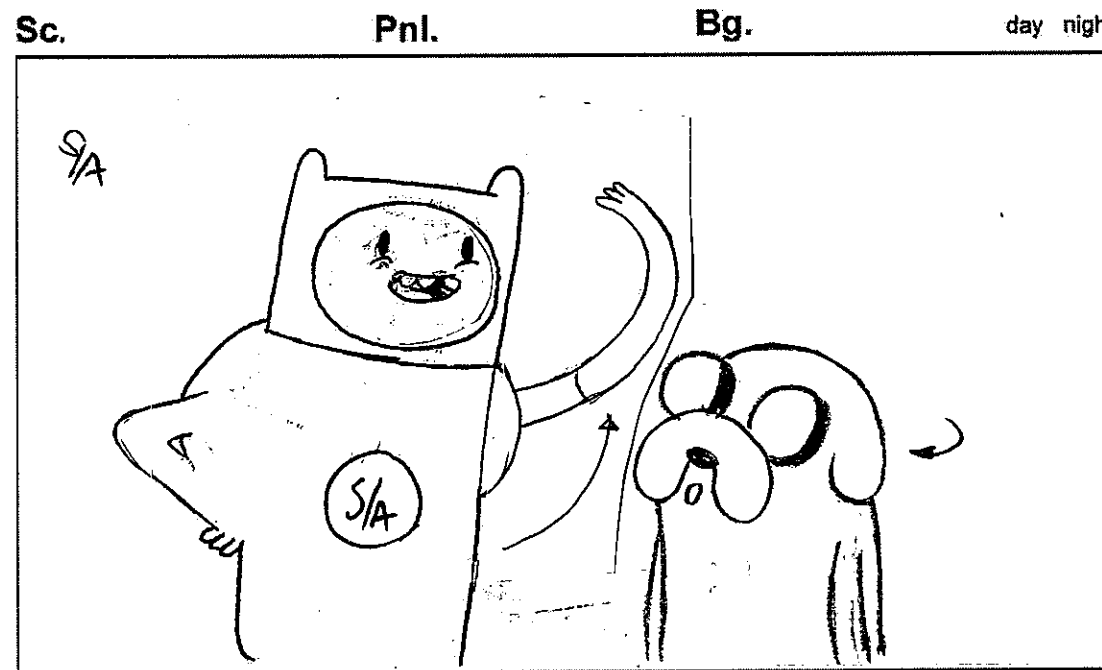
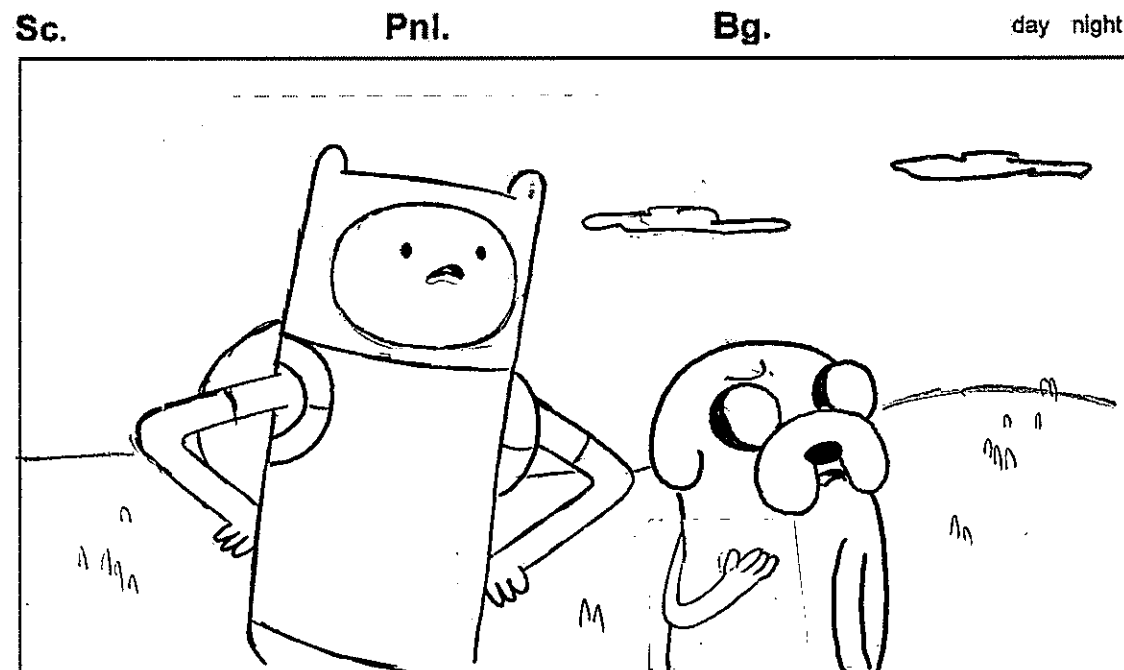
Production :

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ADVENTURE TIME



Page 57 A



Dialog:	<u>J</u> : ARE YOU SURE THIS IS A GOOD IDEA?...	<u>F</u> : YEAH! IF YOU COME TO THE TREE FORT, WE GOT VIDEO GAMES AND APPLE JUICE!
Action:	(J) huh!?	
Timing:		

EPISODE #

Production :



D: WHA--



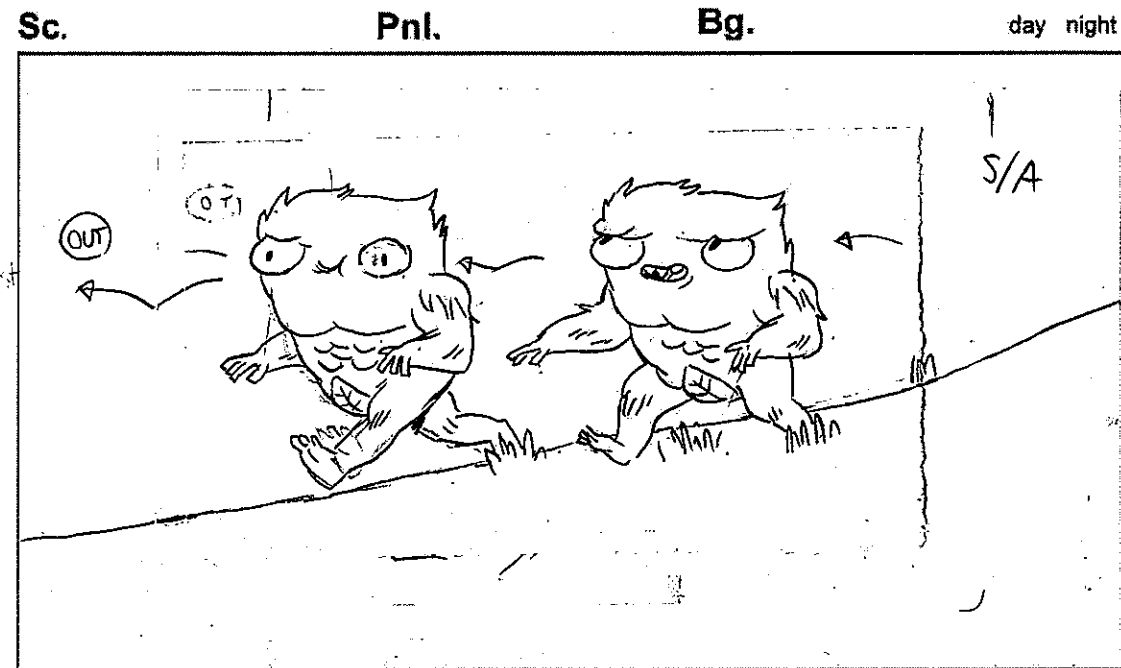
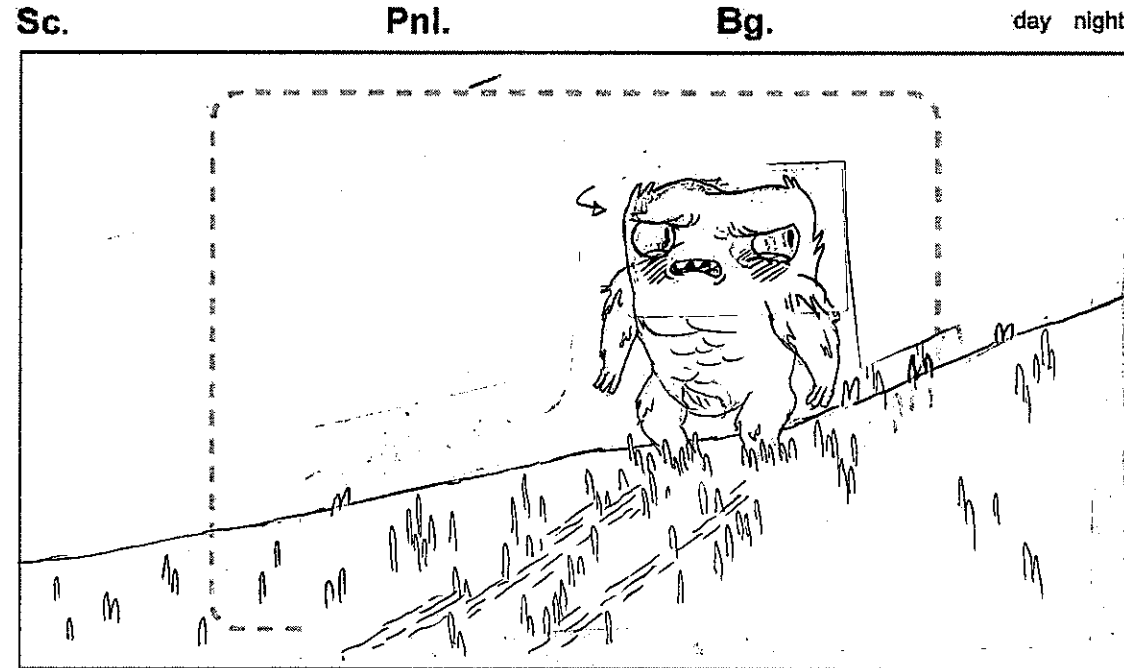
D: R-REALLY!

Action
Thinking

ADVENTURE TIME



Page 58



<p>Dialog:</p> <p><u>D</u>: I MEAN—<u>FINE</u>. IF IT KEEPS YOU FROM CRYING...</p>	<p><u>D</u>: SHEESH. HEH HEH.</p>
<p>Action:</p>	<p>DONNY ROLLS HIS EYES, AND WALKS O/S</p>
<p>Timing:</p>	

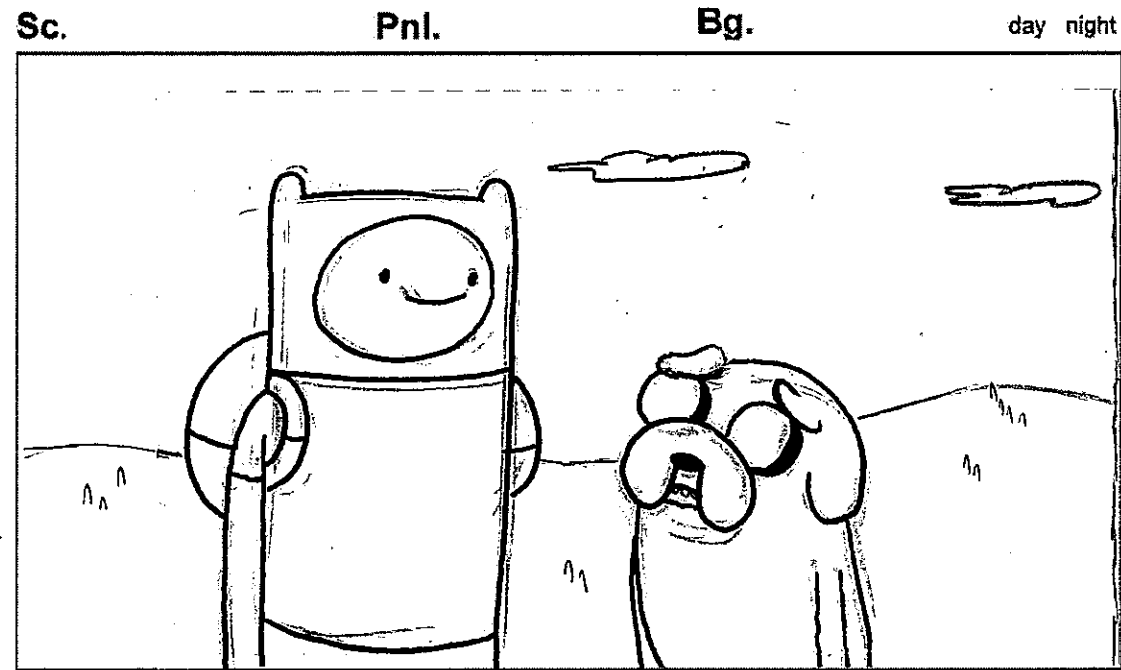
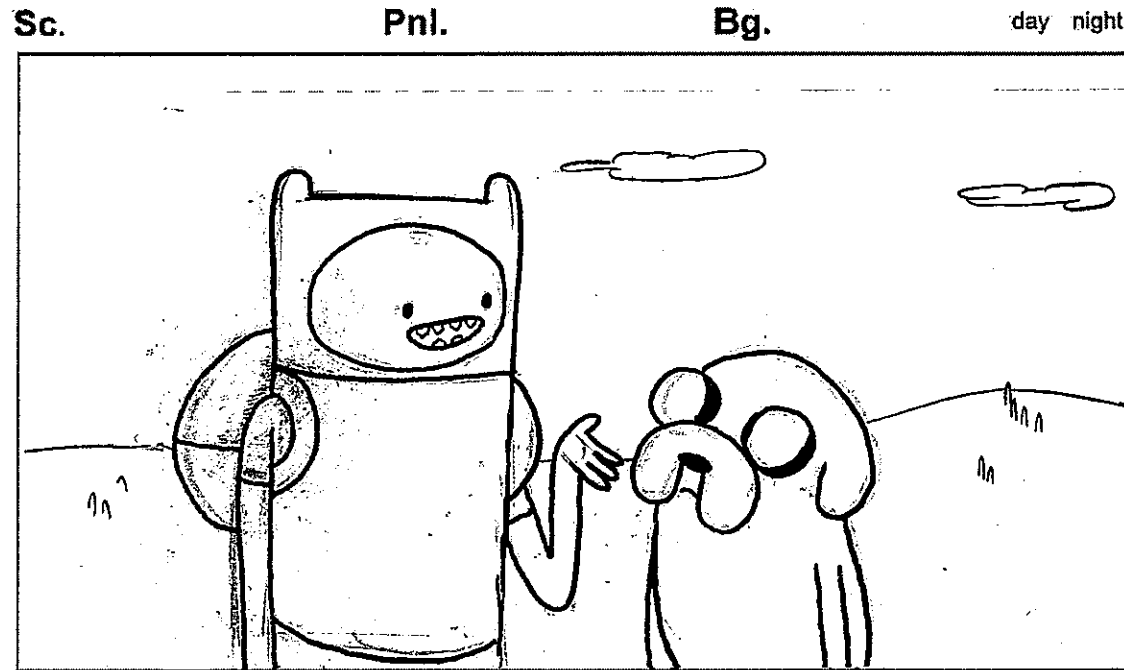
EPISODE #

Production :

ADVENTURE TIME



Page 59



Dialog:

F: YOU'LL SEE... ~~H~~DONNY'S PROBLEM IS
THAT HE'S TREATED AS AN OUTSIDER
... LIKE ME

J: (SKEPTICAL) YOU ARE NOT AN
ANT-OUTSIDER...

Action:

Timing:

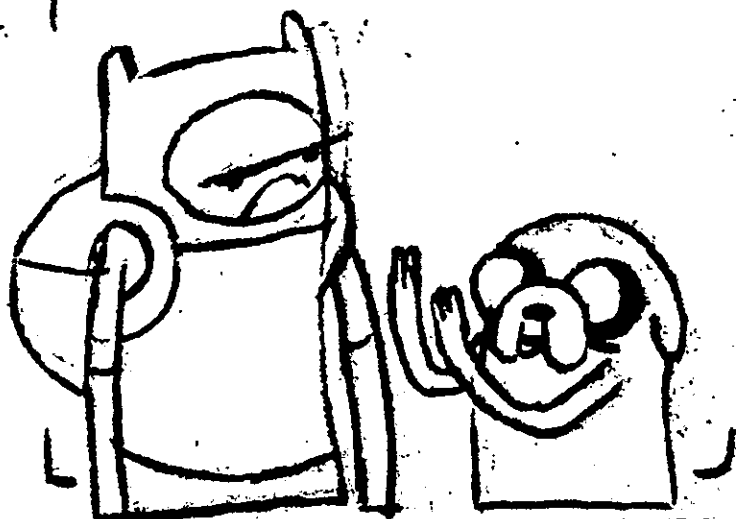
EPISODE #

Production :

S9-A

S9-A

S/A



J: YOU WEAR CUTE LITTLE BLUE SHORTS

S/A



E: I AM A REBEL !!

Things

59-B



D: SO ANYWAYS... NEEDS...



D: I GOTTA GO HANG OUT
WITH MY NEW FRIENDS...

Action

Timing

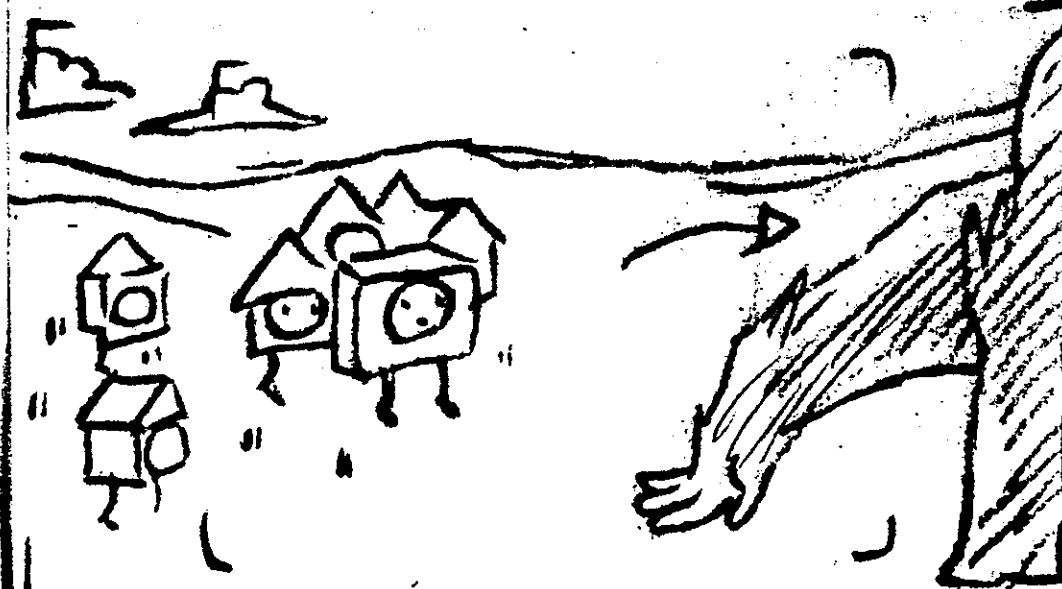
59-C

SS-C

S/A



D- DON'T TOUCH MY STUFF!
WHILE I'M GONE



Action

Timing

Production

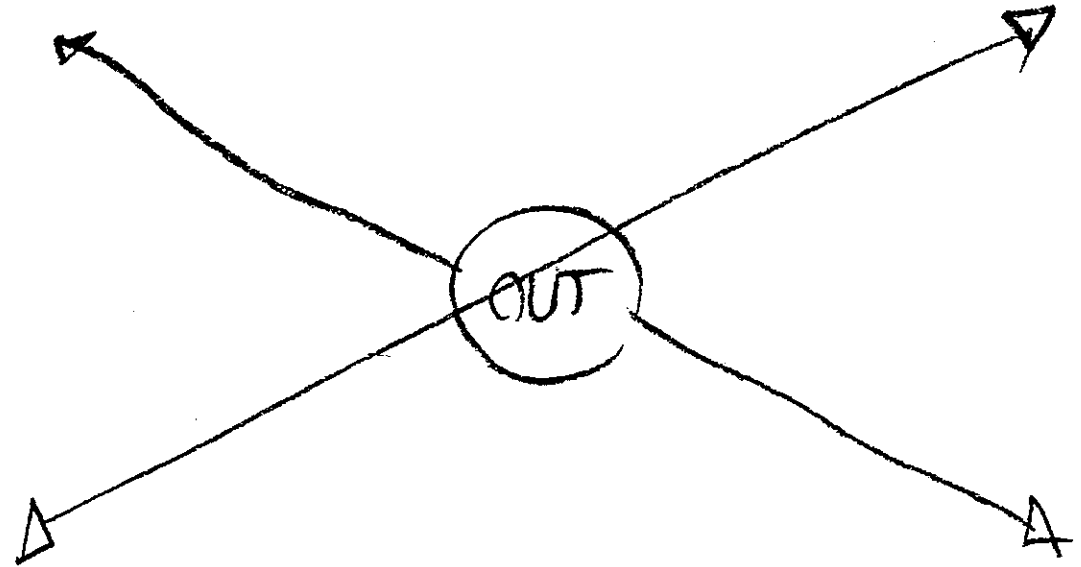


SHERIFF: (WHISPER) AND DONT COME
BACK... OR I'LL KICK YOUR BUTT...

Action

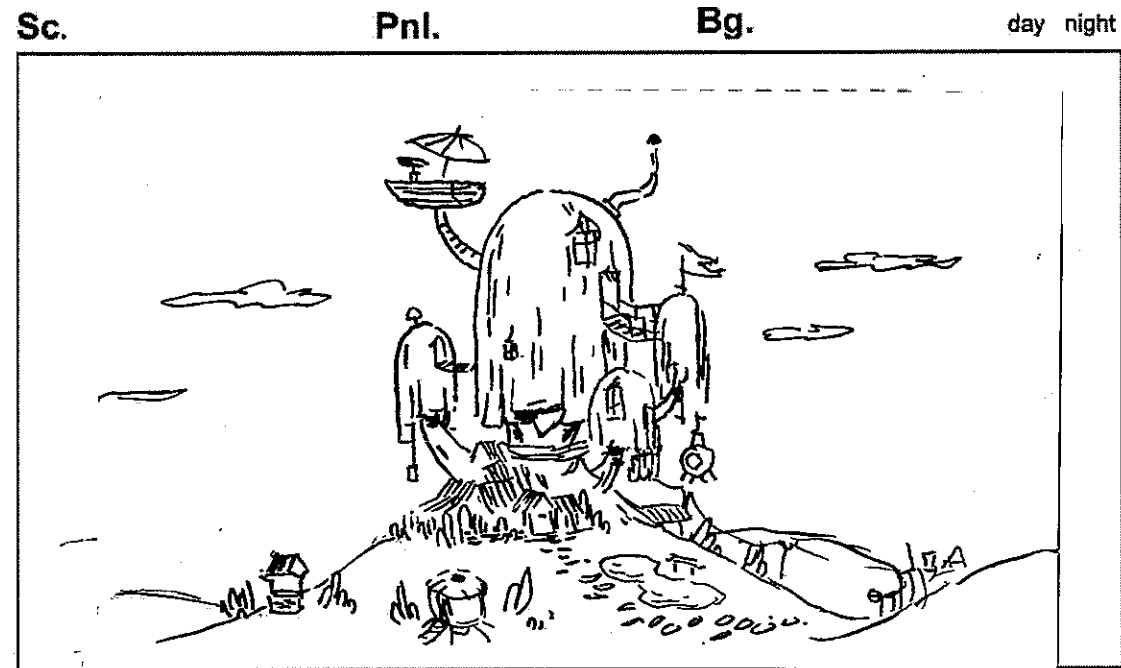
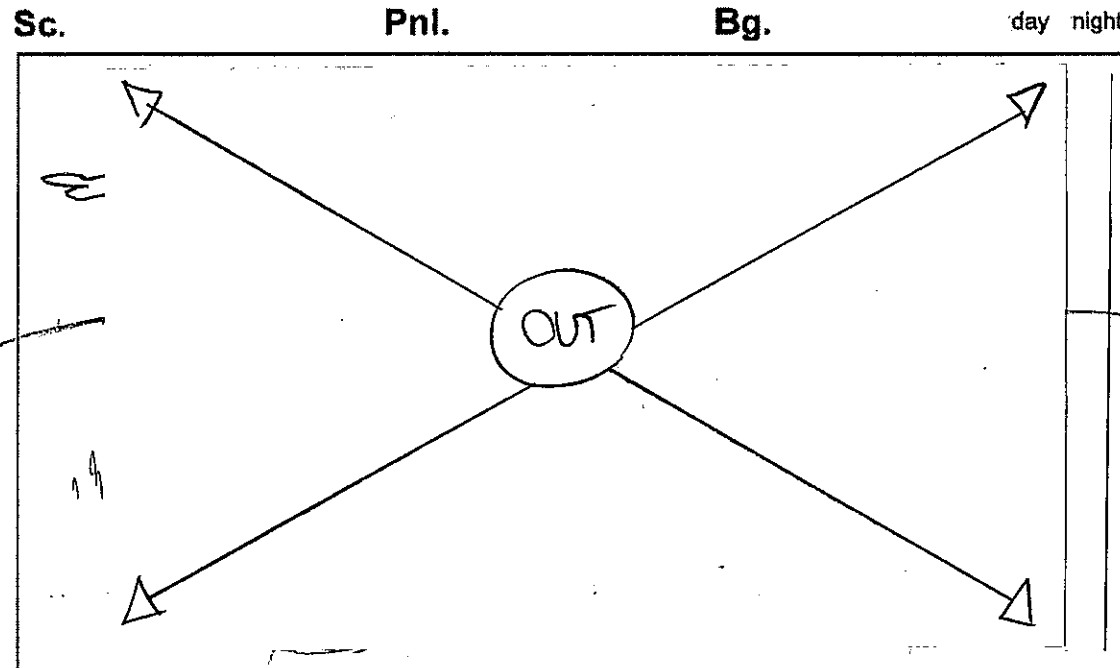
Timing


Production



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ADVENTURE TIME



Dialog:	 ~ X-DISS ~	D: (O/S) AH, THIS FORT ISN'T SO GREAT...
Action:	<p>Downy should be A bigger/more obnoxious character Bull in china shop</p>	
Timing:		

EPISODE #

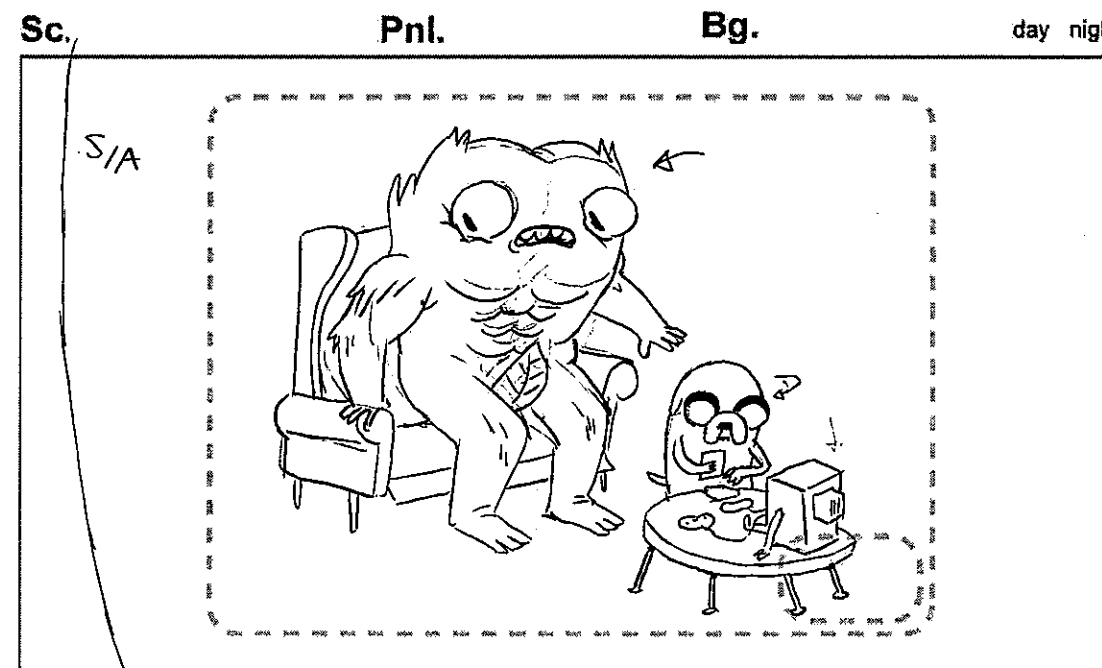
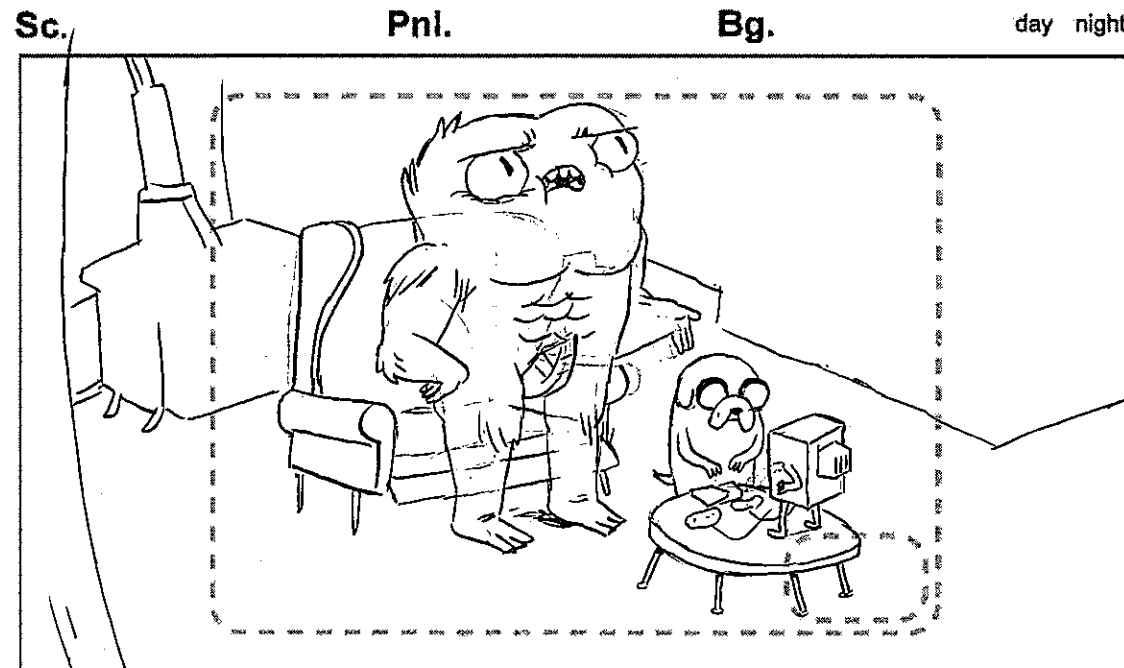
Production :

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ADVENTURE TIME



Page 60-A



Dialog:	D: NOT AS COOL AS THE FORT I'M GONNA BUILD...	D: I CALL THIS CHAIR!..
Action:		
Timing:		

EPISODE #

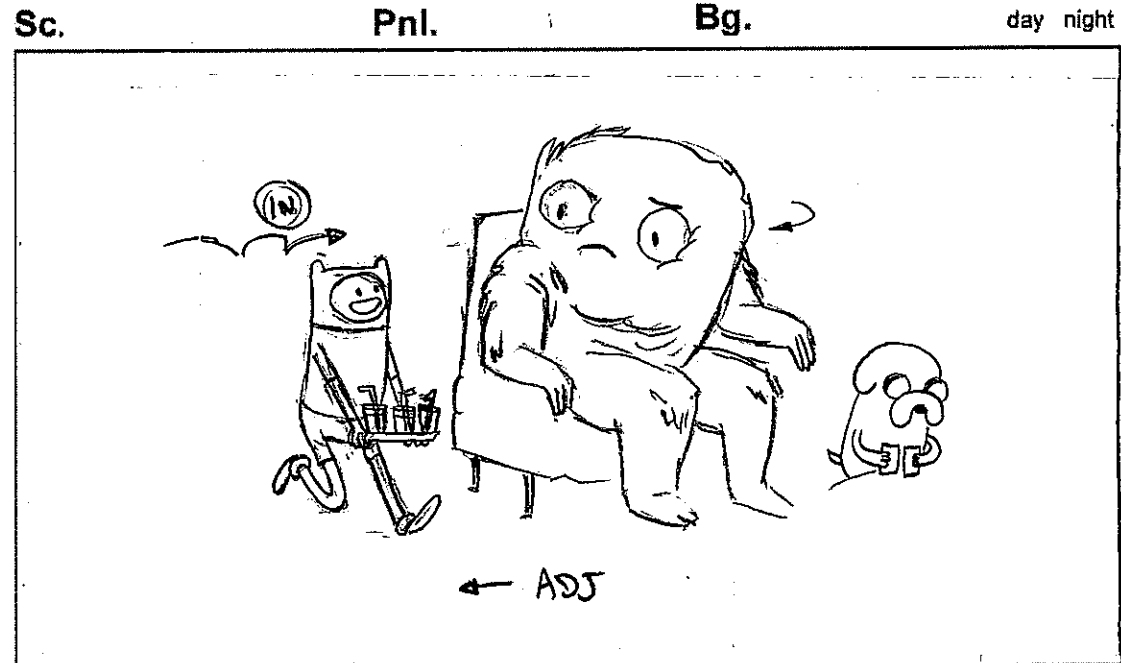
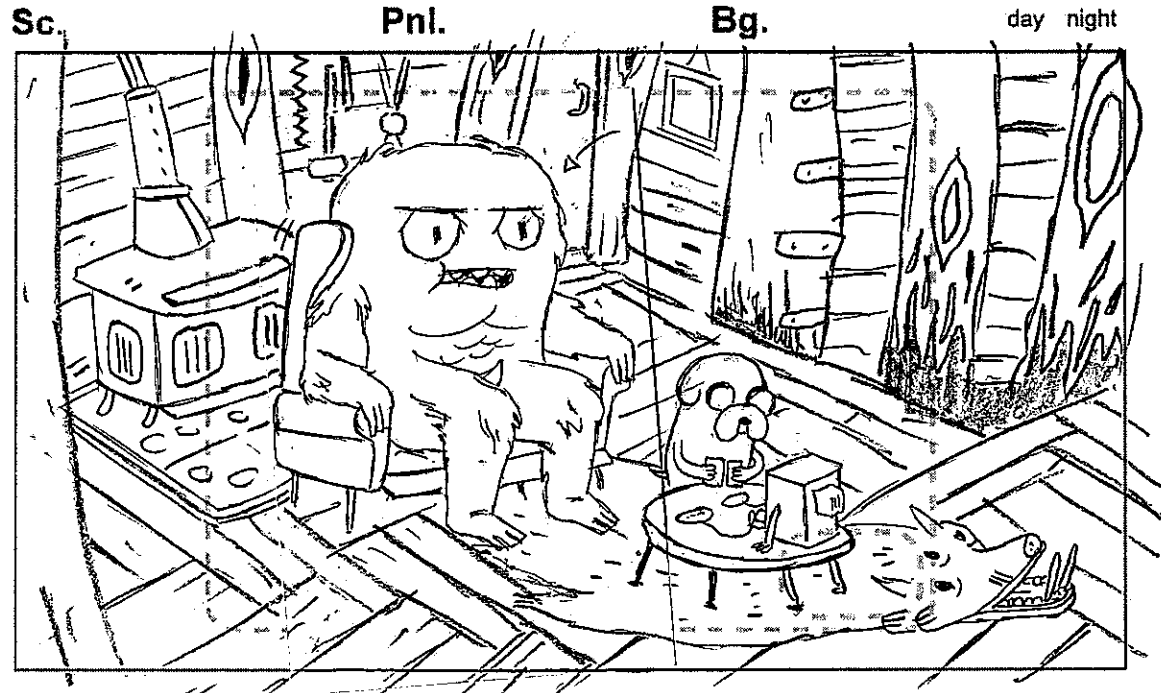
Production :

ADVENTURE TIME



NEXT PAGE 64

Page 61



Dialog:	E: YOU SHOULD PLAY BUG BATTLE, DONNY!!
SFX: <CHAIR SPLINTERING>	
Action:	FINN WALKS IN W/ APPLE JUICE.
Timing:	

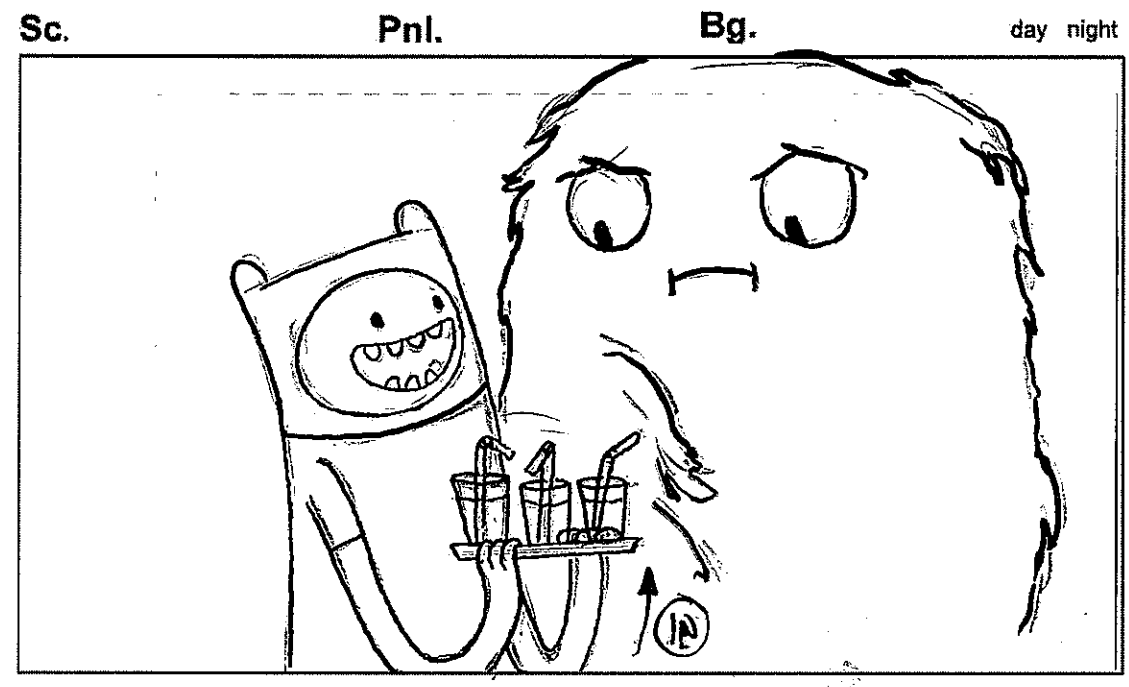
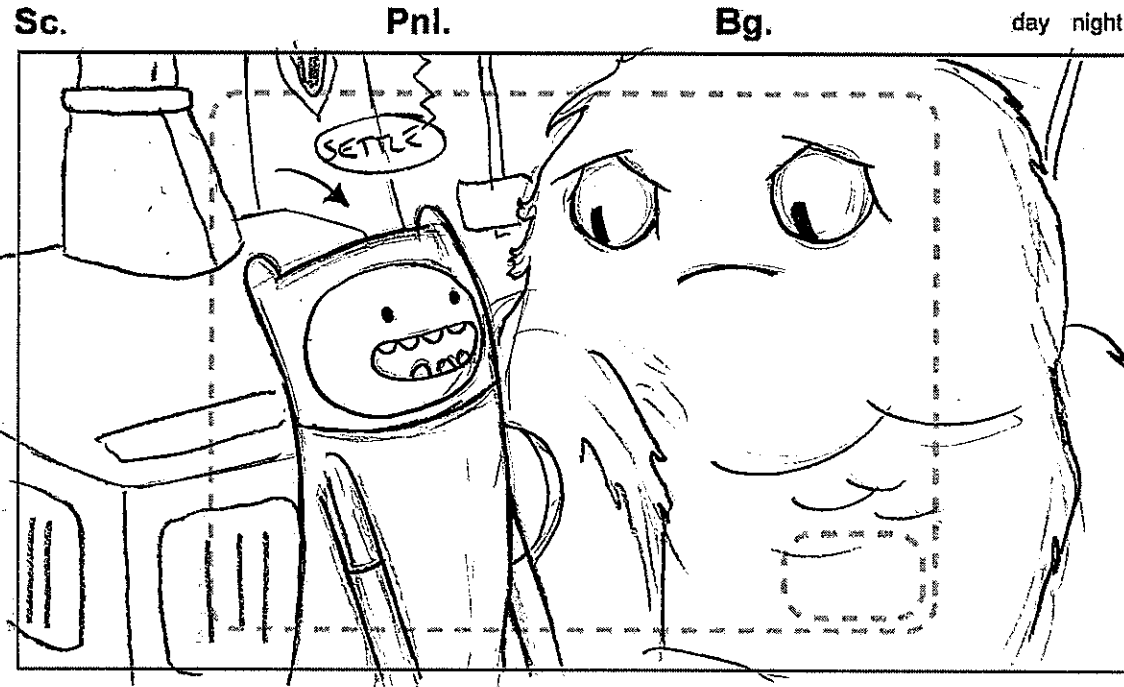
EPISODE #

Production :

ADVENTURE TIME



Page 64



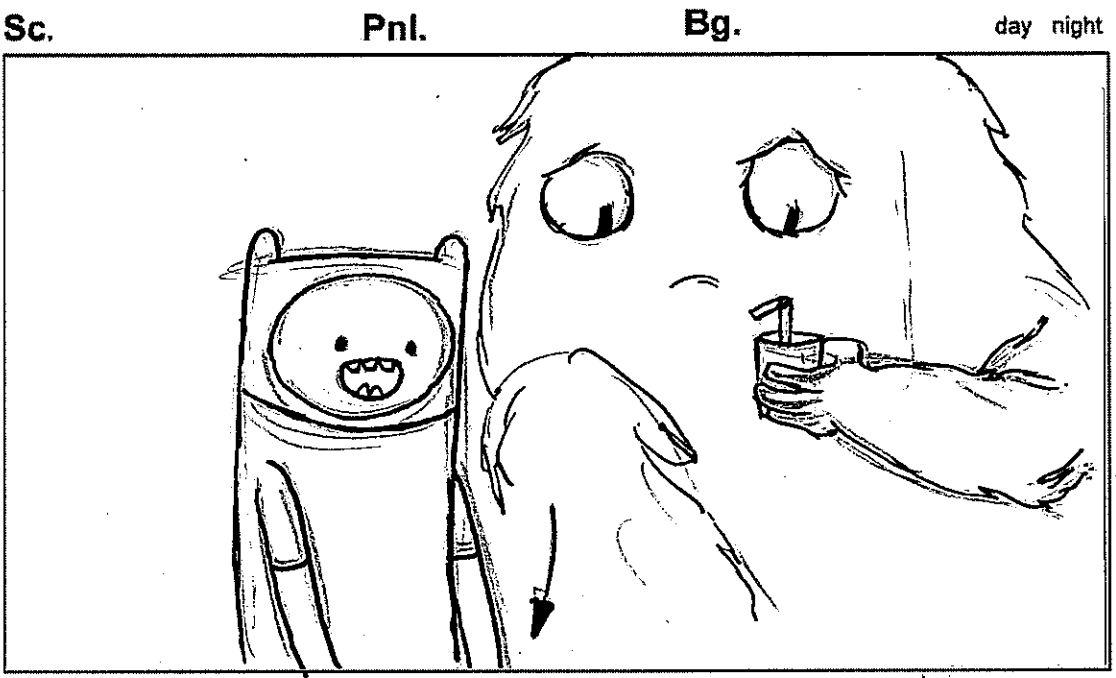
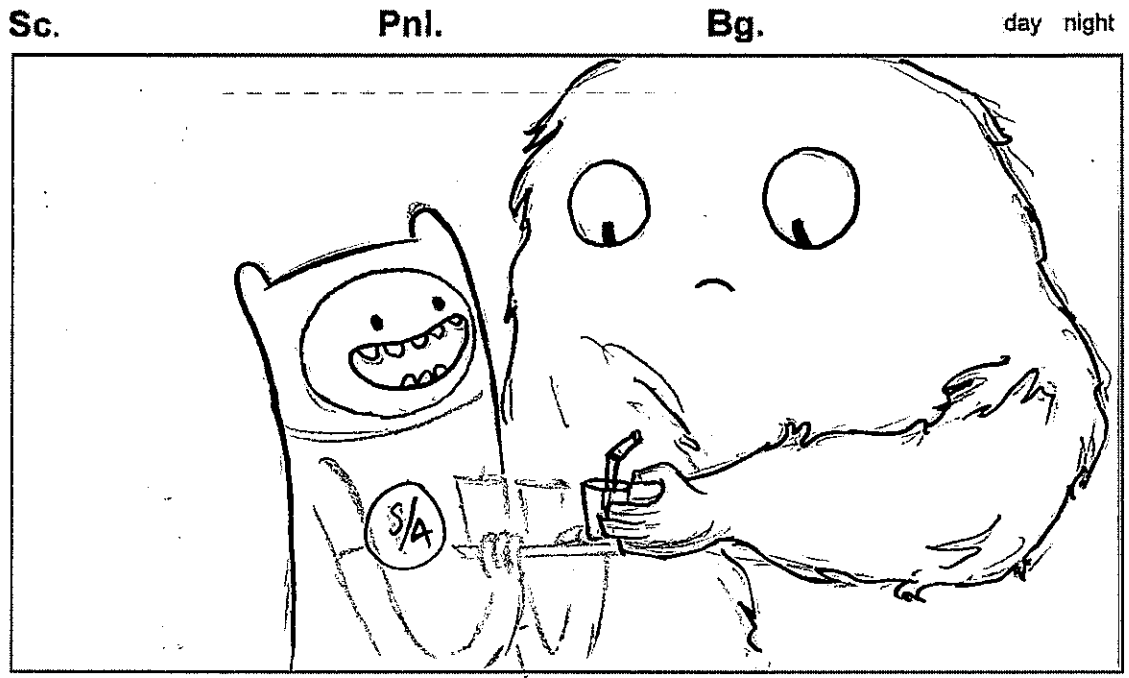
Dialog:	F: "YOU SHOOT THESE GIANT BUGS WITH ARROWS?"
Action:	FINN OFFERS DONNY APPLE JUICE.
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



Dialog: F (CONT'D): THEN THEY TURN INTO LITTLER BUGS...

Action:

Timing:

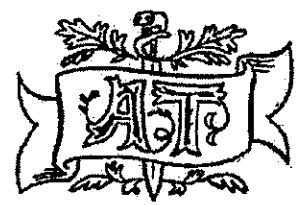
F (CONT'D): ASHOOT THOSE BUGS, AND THEY TURN INTO ELVEN CHAINMAIL

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	F: "THOO! THOO! THOO! THOO!"	D: "YEAH, OK."
Action:		
Timing:		

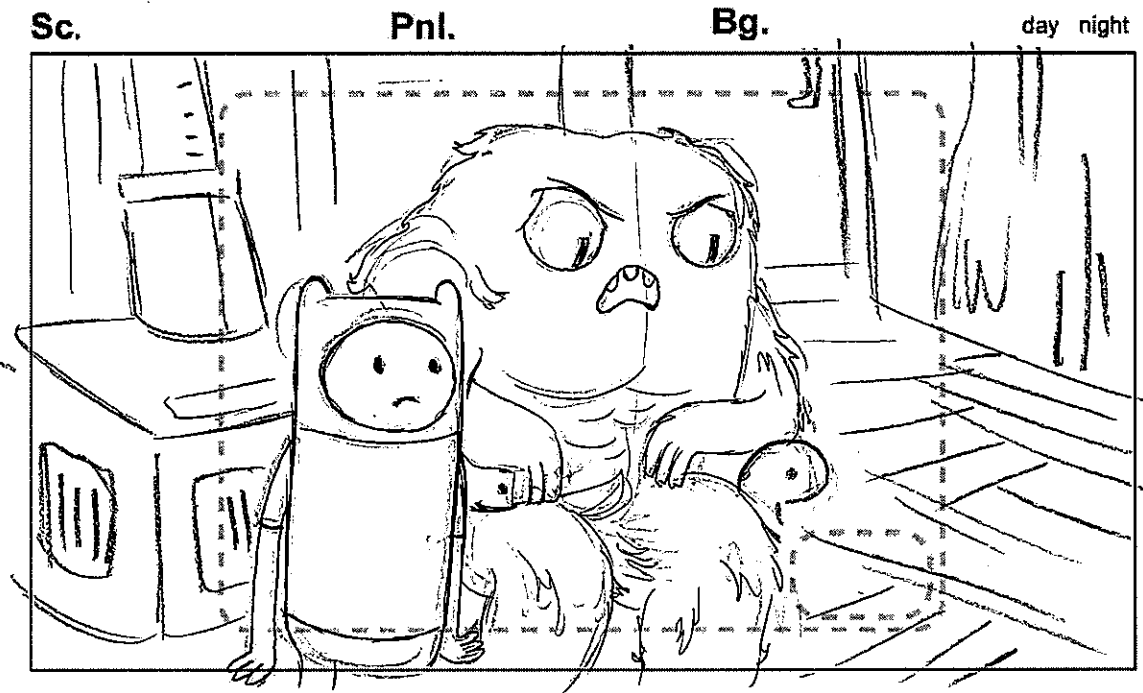
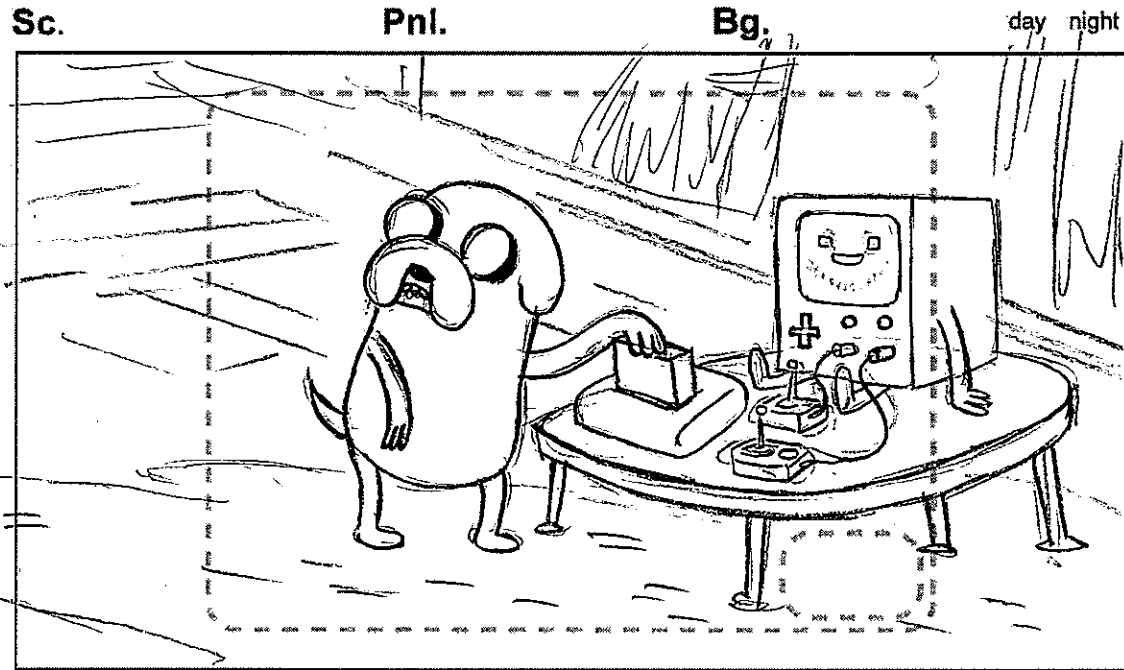
EPISODE #

Production :

ADVENTURE TIME



Page 67



Dialog:

J: "AND HEY, CAN YOU PUT
ON SOME PANTS?"

D: "YOU PUT ON SOME PANTS!"

Action:

JAKE LOADS THE GAME INTO BEEMS

Timing:

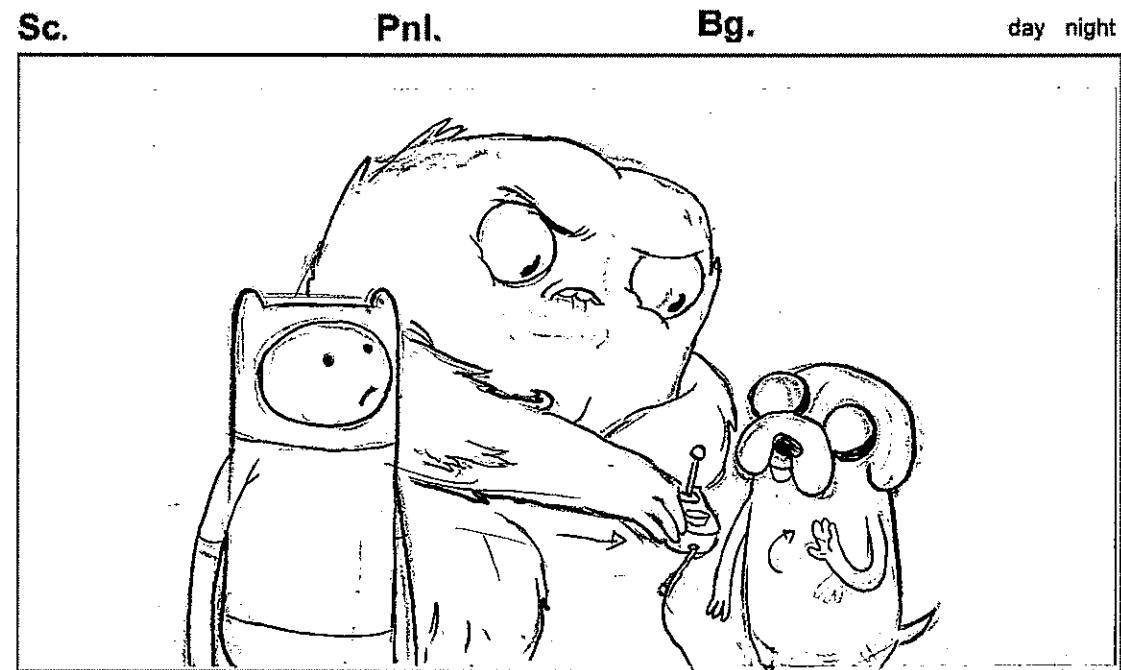
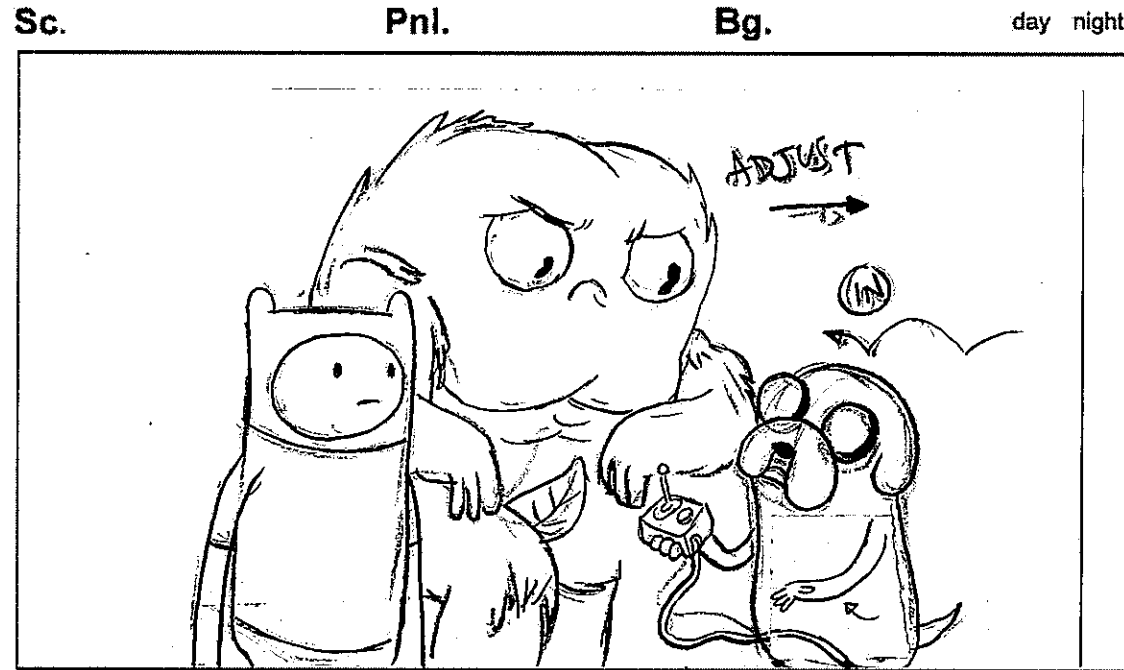
EPISODE #

Production :

ADVENTURE TIME



Page 68



Dialog:	J: I HAVE PANTS...	J: ...SPUN FROM SPIDERWEBS...
Action:	JAKE HANDS DONNY THE CONTROLLER.	
Timing:		

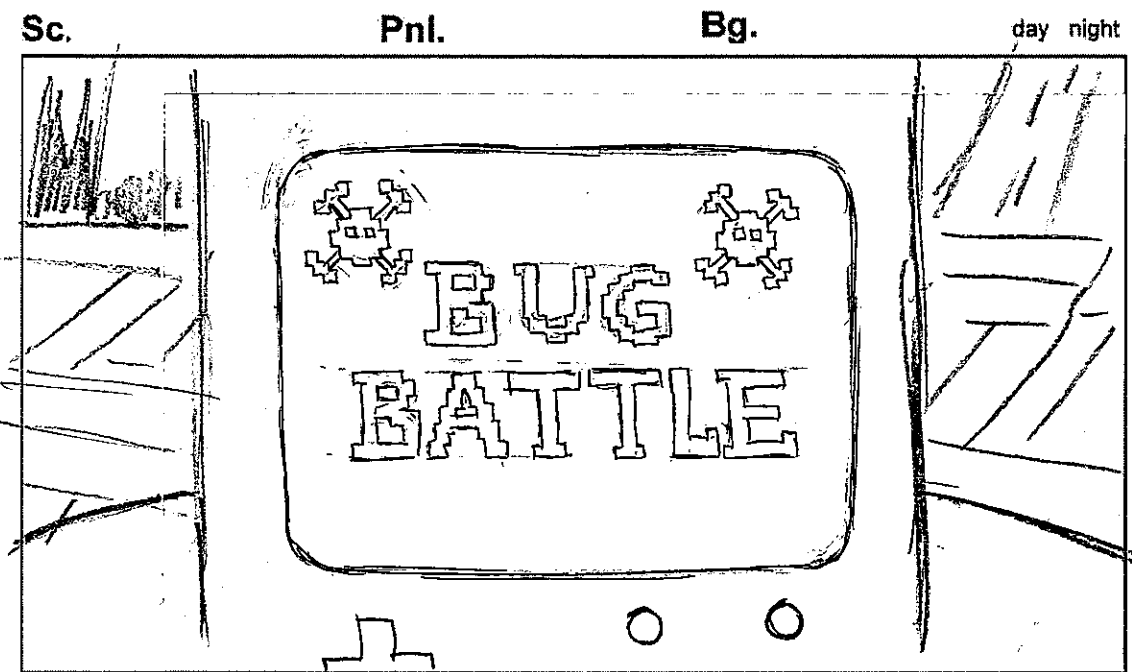
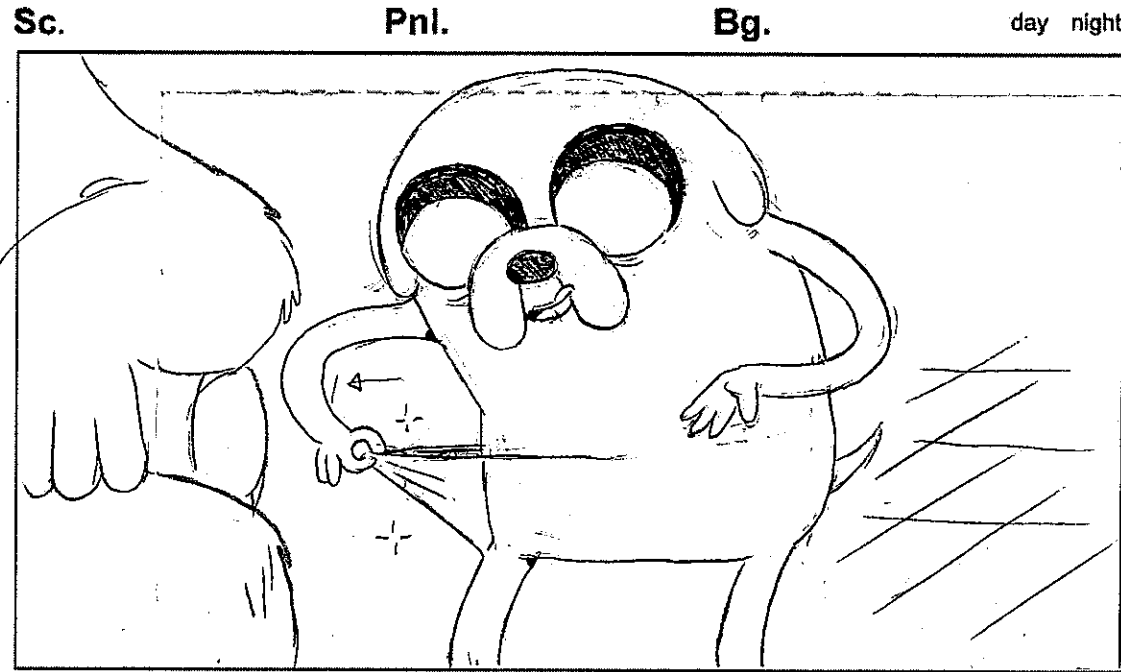
EPISODE #

Production :

ADVENTURE TIME



Page 69



Dialog:

J... BY PIXIES.

SFX: SNAP!

SFX: (♪ DO DIDDLE DO DADDY! [S])

Action:



THE GAME STARTS UP

Timing:

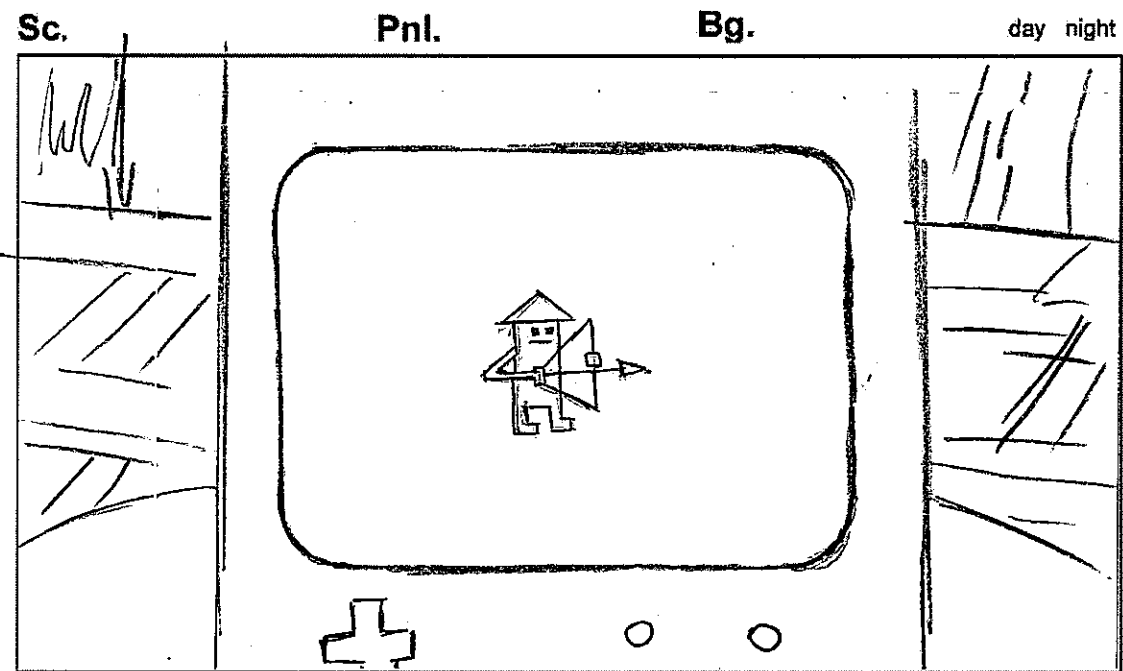
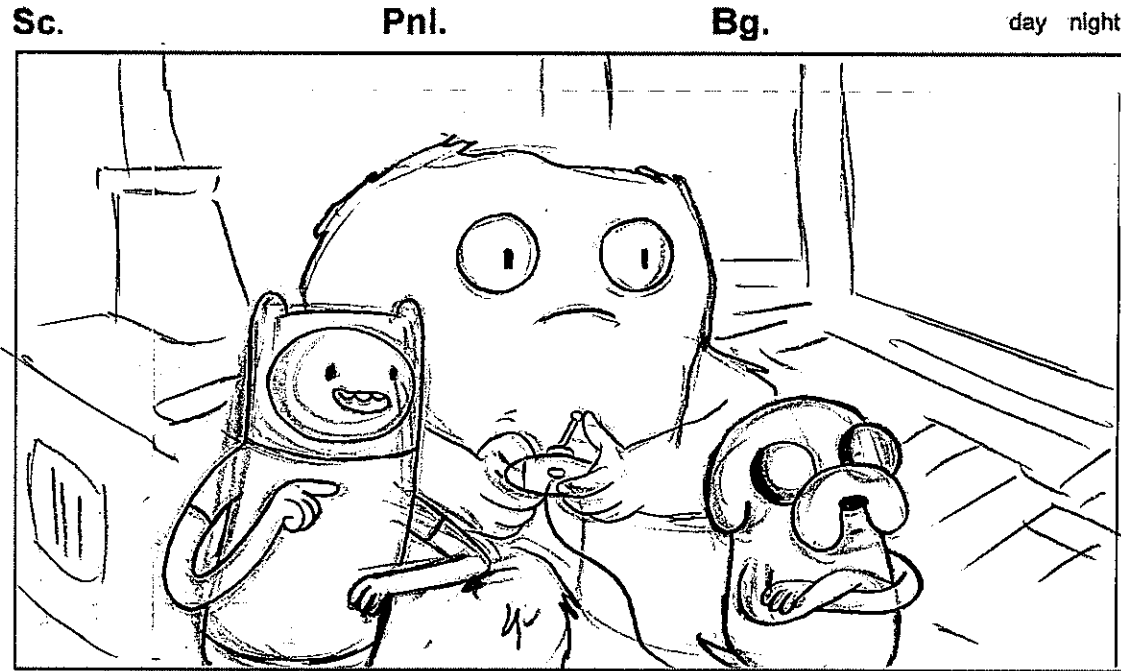
EPISODE #

Production :

ADVENTURE TIME



Page 70



Dialog:	F: "OK... THERE'S YOU..."	F(OS) ... AND ...
Action:		
Timing:		

EPISODE #

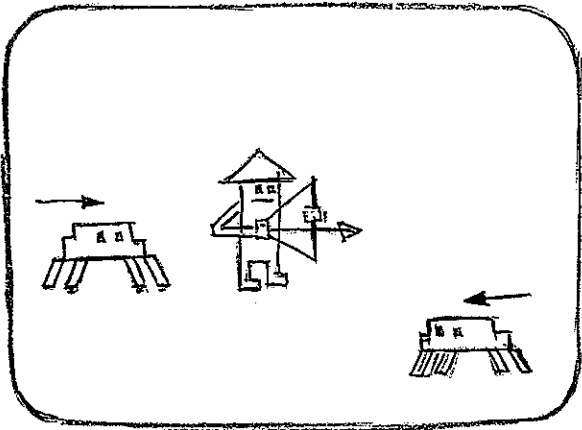
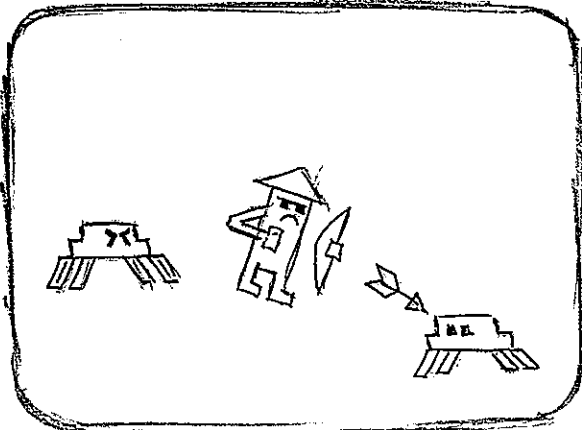
Production :

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ADVENTURE TIME



Page 71

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:	F(05): ... HERE COME THE BUGS... 1	SFX < THOO! >
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

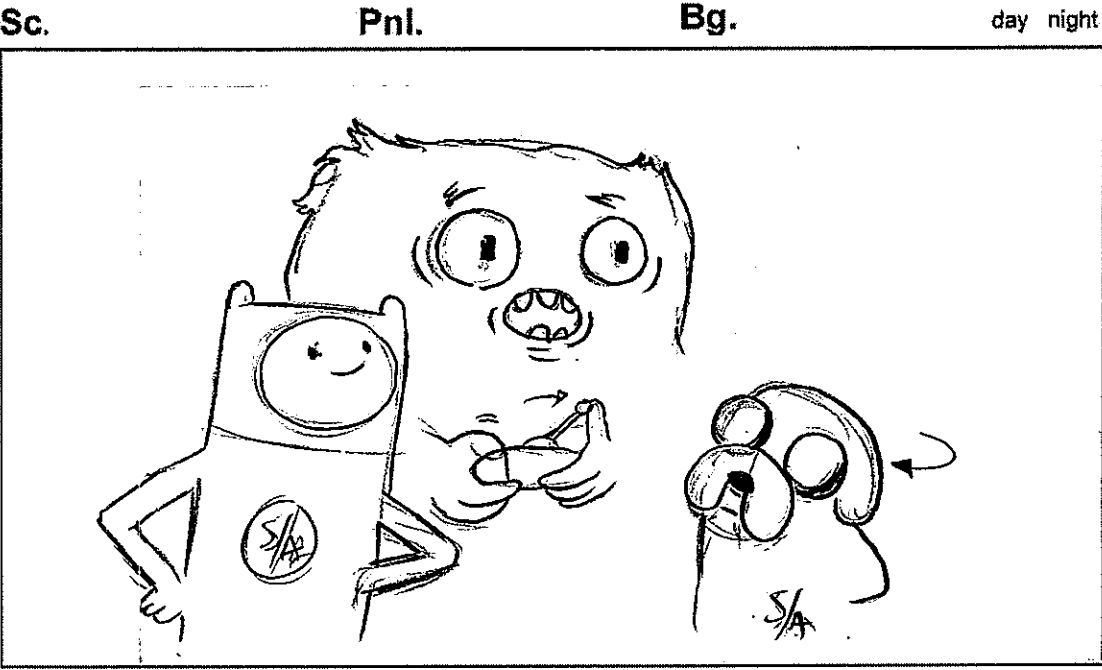
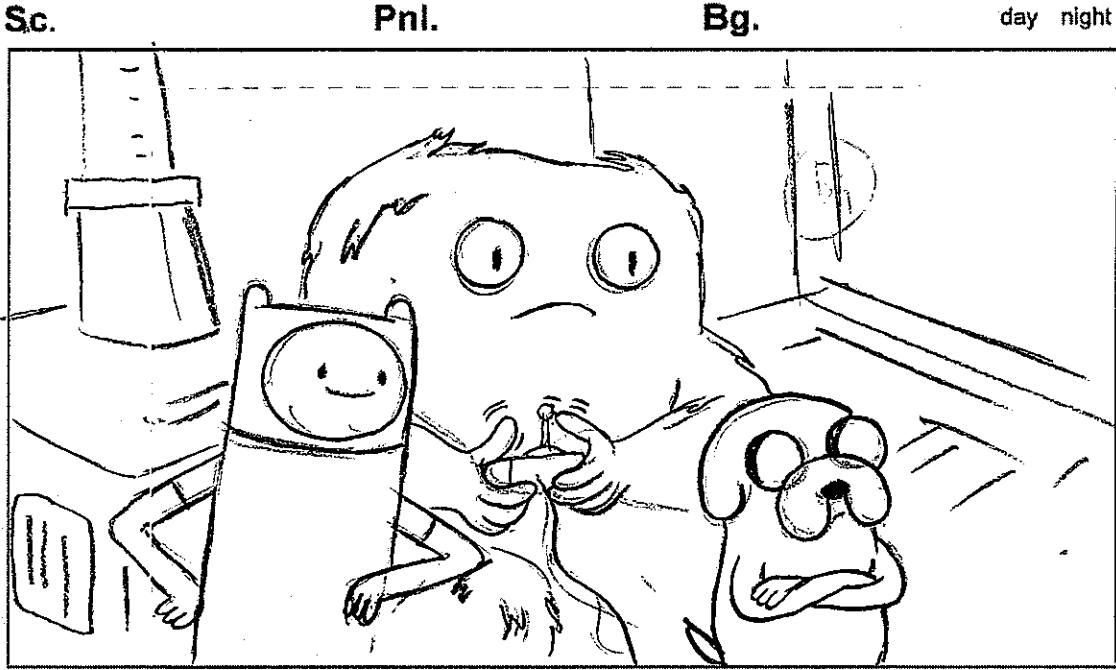
Dialog:	SFX <THOO!> <KAROO!>	<KAROOH!>
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME

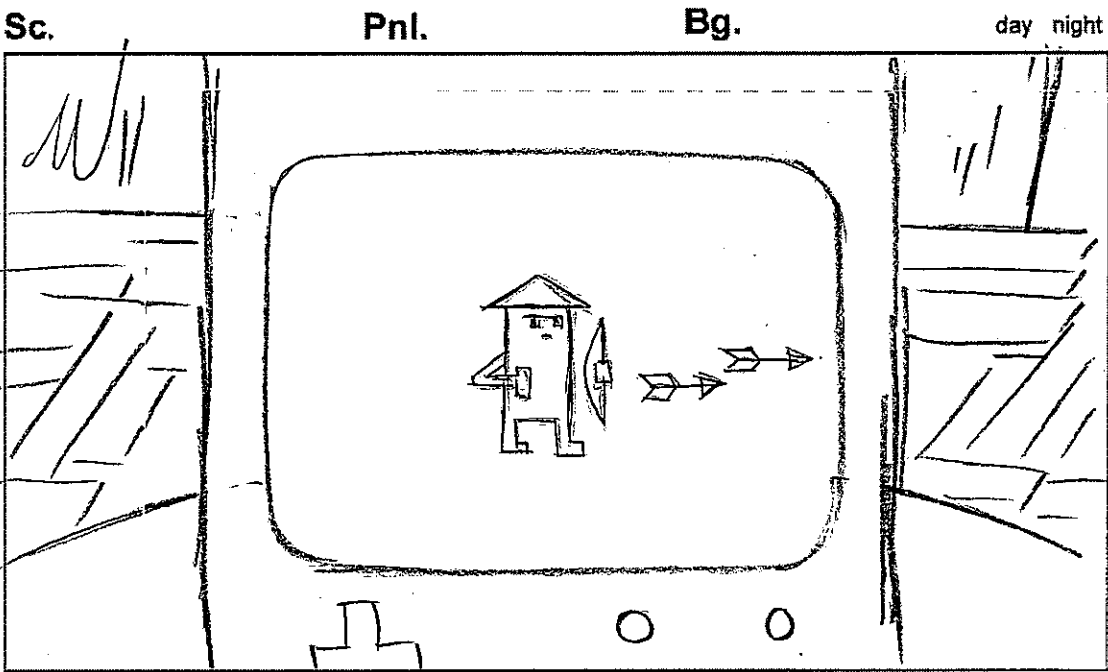
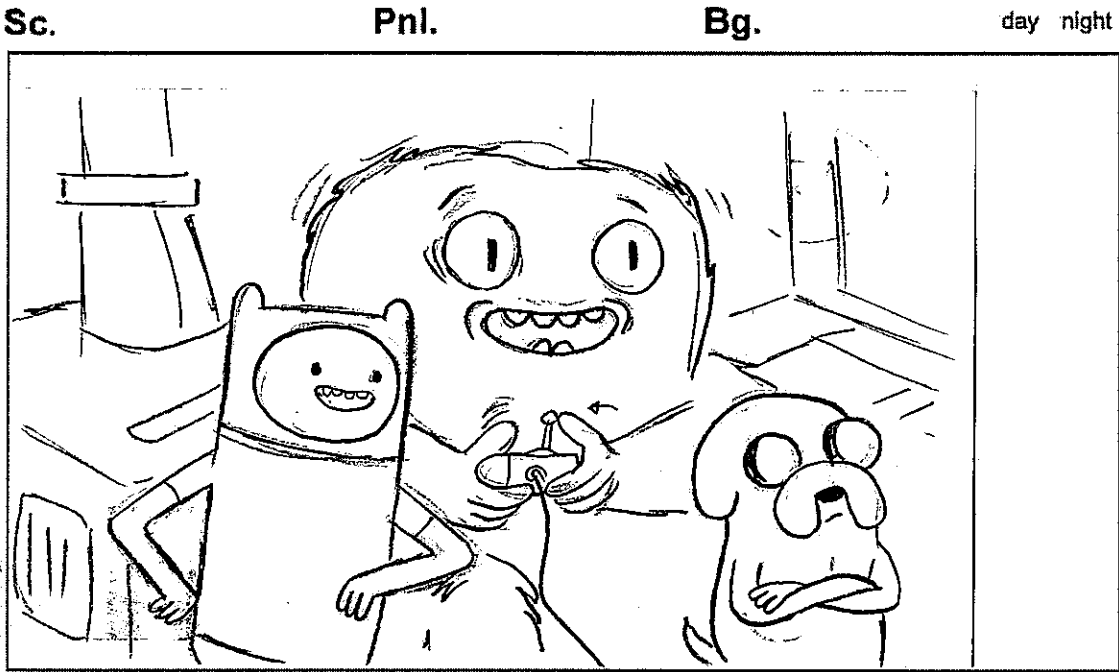


Dialog:	SFX (CLICK CLICK CLICK!) OS/SFX: (THOO! THOO! KAPOO! KAPOO!)	D: UH HUH-HUH SFX (THOO! THOO! KAPOO! KAPOO!)
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog:	D: <LAUGHING!>	SFX (THOO! THOO!) D(OS): <LAUGHING!>
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	SFX <THOO! THOO!> D(O/S): <LAUGHING!>	SFX < <u>DOOSH</u> !>
Action:		
Timing:		

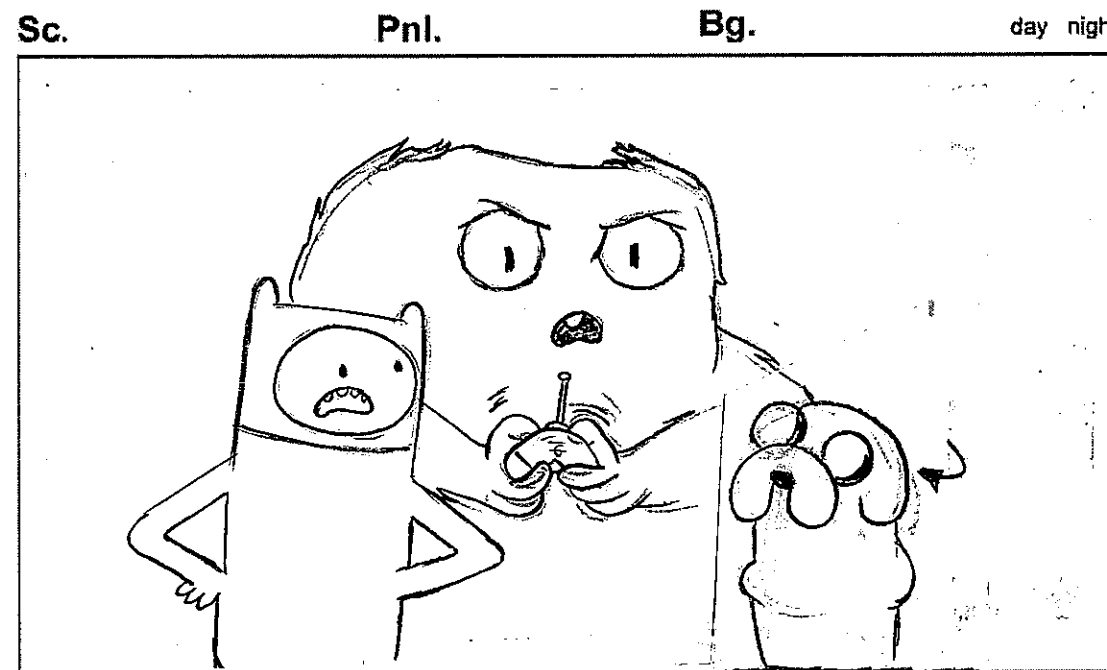
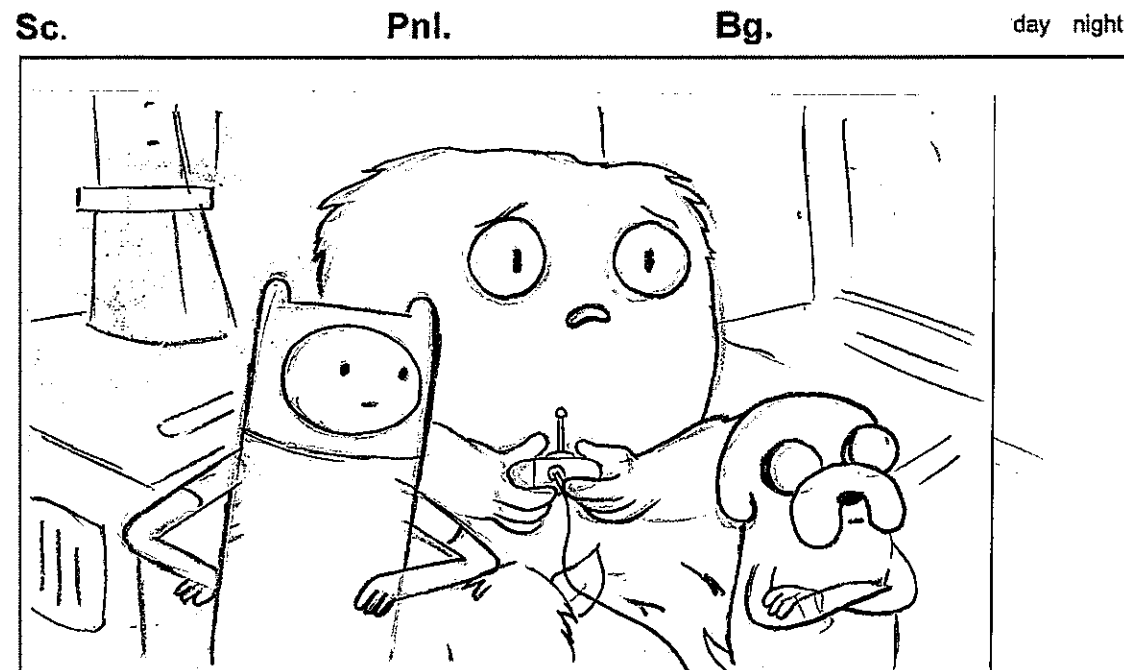
EPISODE #

Production :

ADVENTURE TIME



Page 78



Dialog:	SFX (♪ LASER SOUND ♪)	F! "OH YEAH, THOSE GUYS "WILL GET YA" "
Action:		
Timing:		

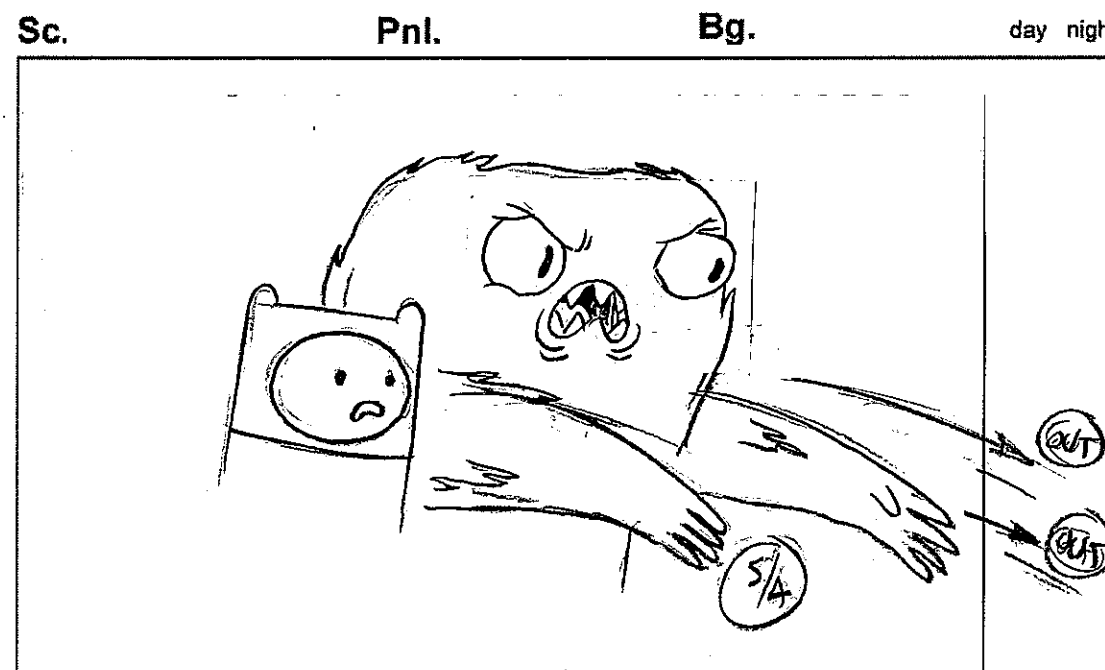
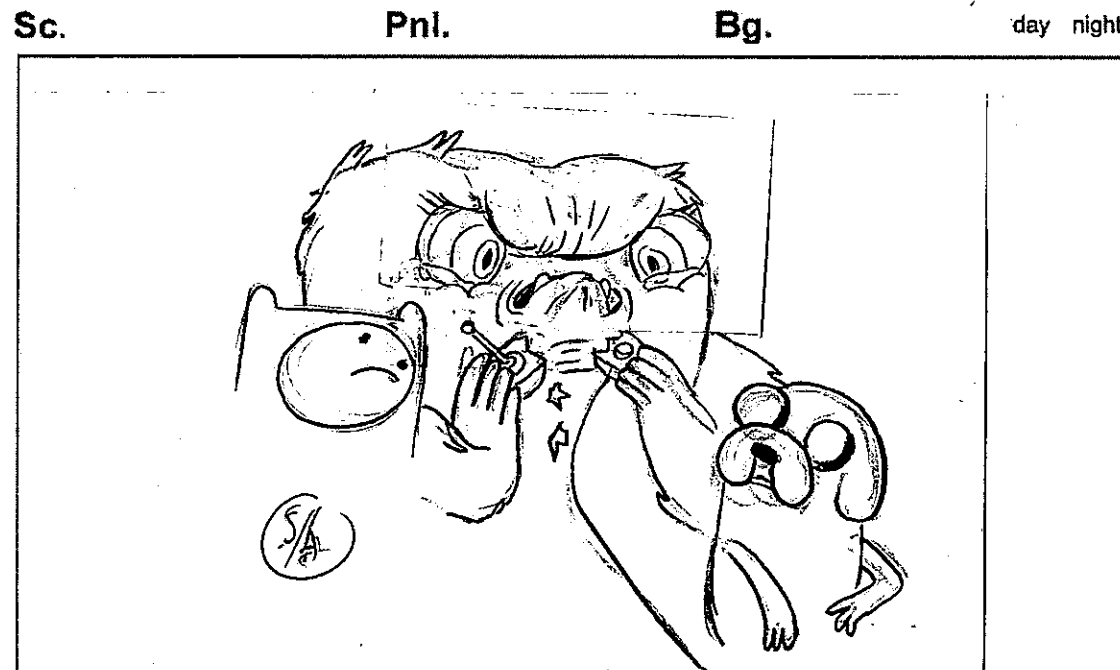
EPISODE #

Production :

ADVENTURE TIME



Page 79



Dialog:

SFX: < BREAK >

D: THIS GAME CHEATS!!

Action:

DONNY BREAKS THE CONTROLLER AND PITCHES THE TWO HALFS

Timing:

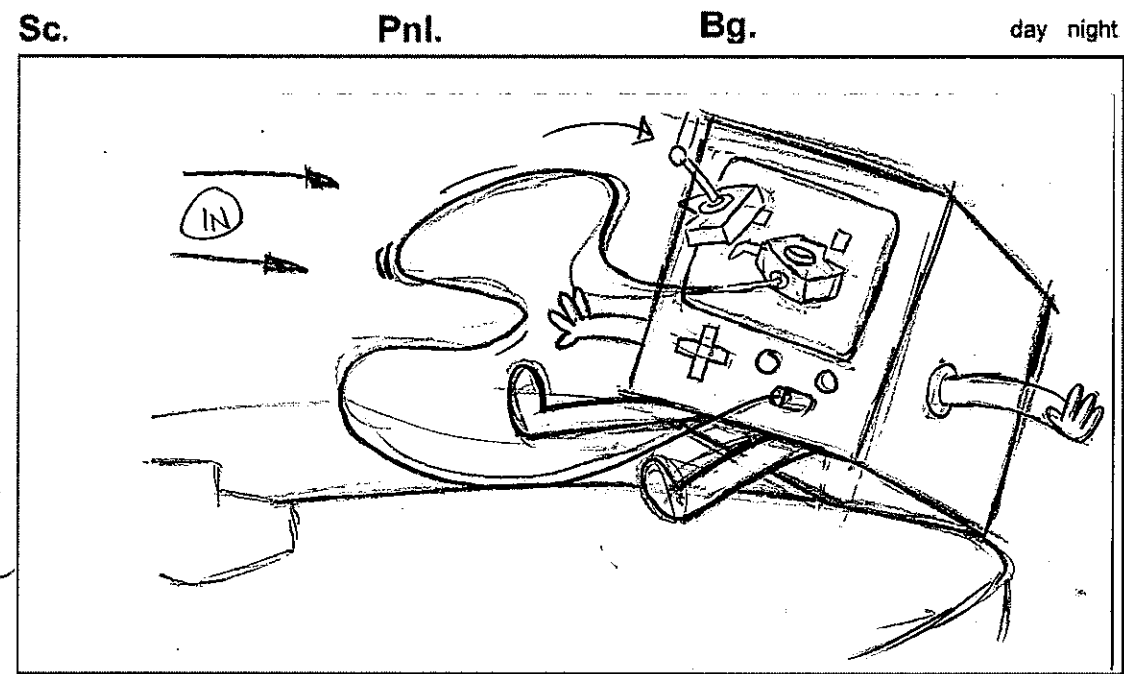
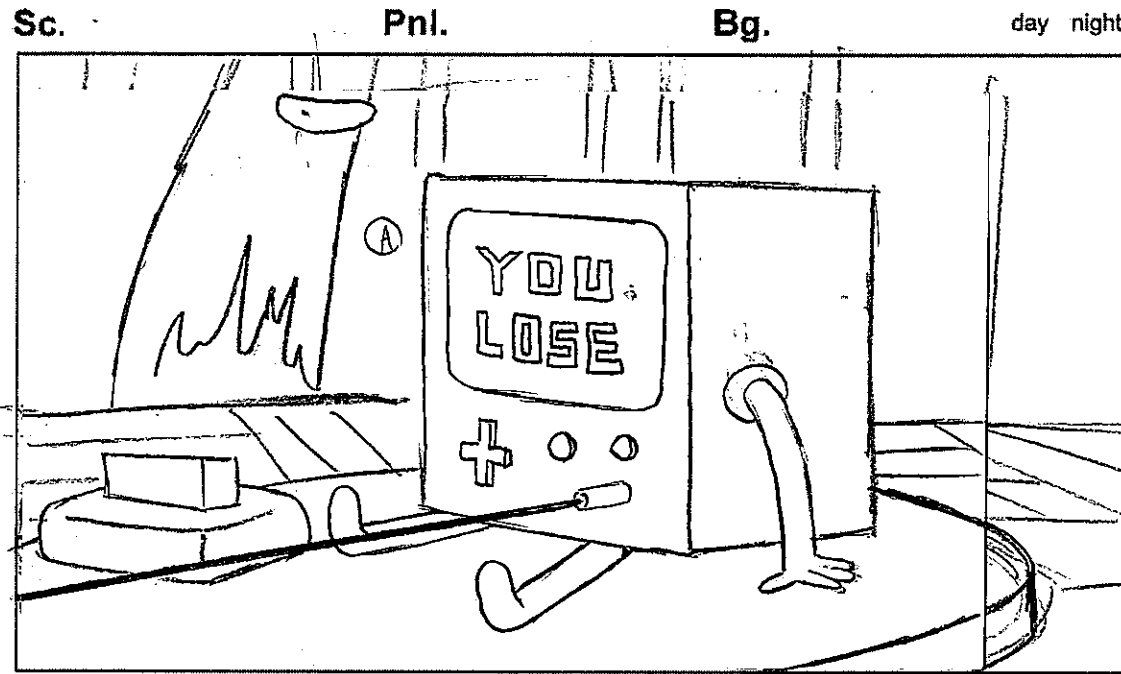
EPISODE #

Production :

ADVENTURE TIME



Page 80



Dialog:

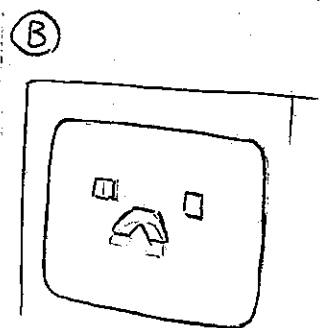
BEEMO: OH NO!

SFX: (CRASH CRUNCH!)

Action:

THE CONTROLLER FALLS CRASH INTO
BEEMO WHO FALLS OFF THE TABLE.

Timing:



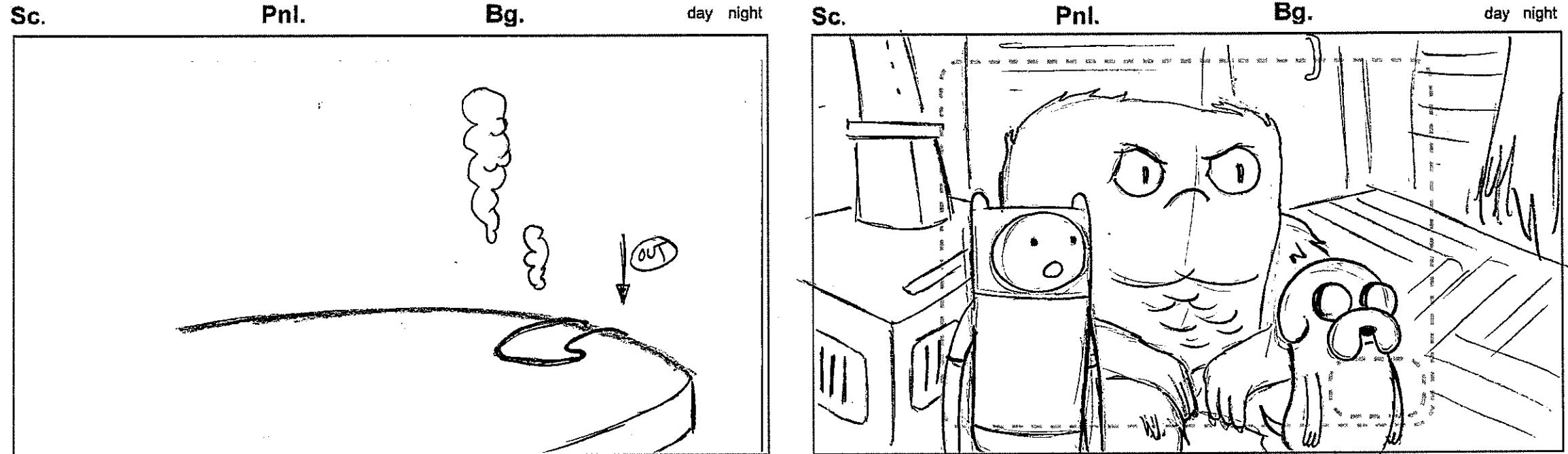
EPISODE #

Production :

ADVENTURE TIME



Page 81



Dialog:

BEE MO: (o/s) SHUTTING DOWN.
SEX: THUMP!

< BEAT >

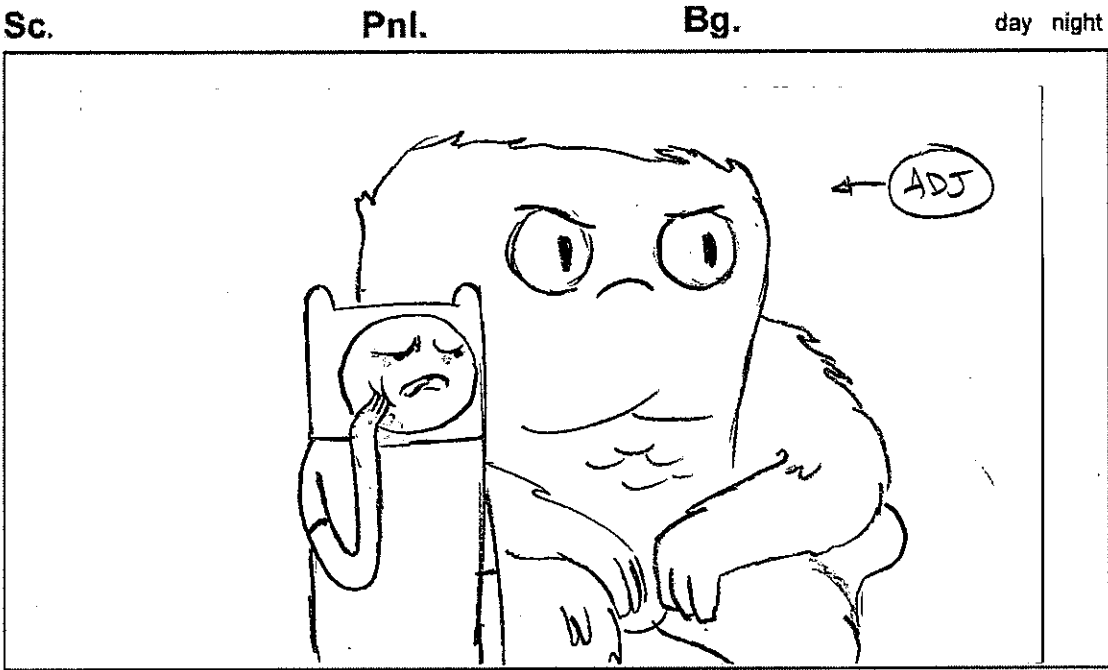
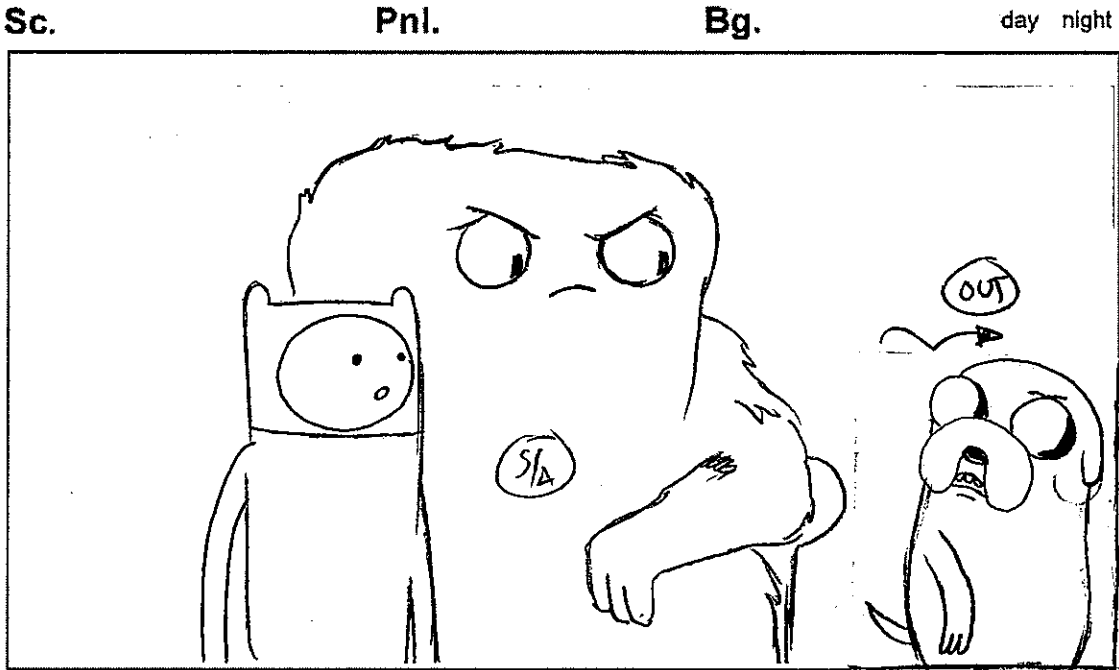
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	J: "NOT COOL DUDE,"	F: HMMM.
Action:		
Timing:		

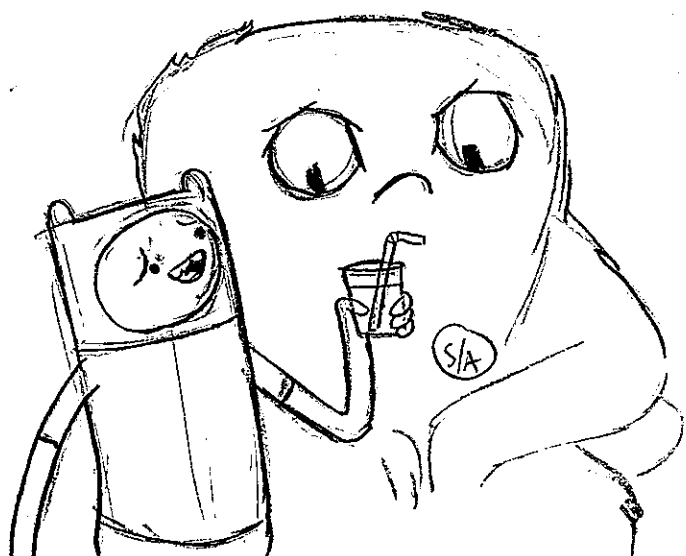

EPISODE #

Production :

ADVENTURE TIME



Page 83

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:	F: "HERE, DONNY, HAVE — MORE APPLE JUICE."	F (CONT'D) "IT ALWAYS MAKES ME FEEL BETTER WHEN..."
Action:		
Timing:		

EPISODE #

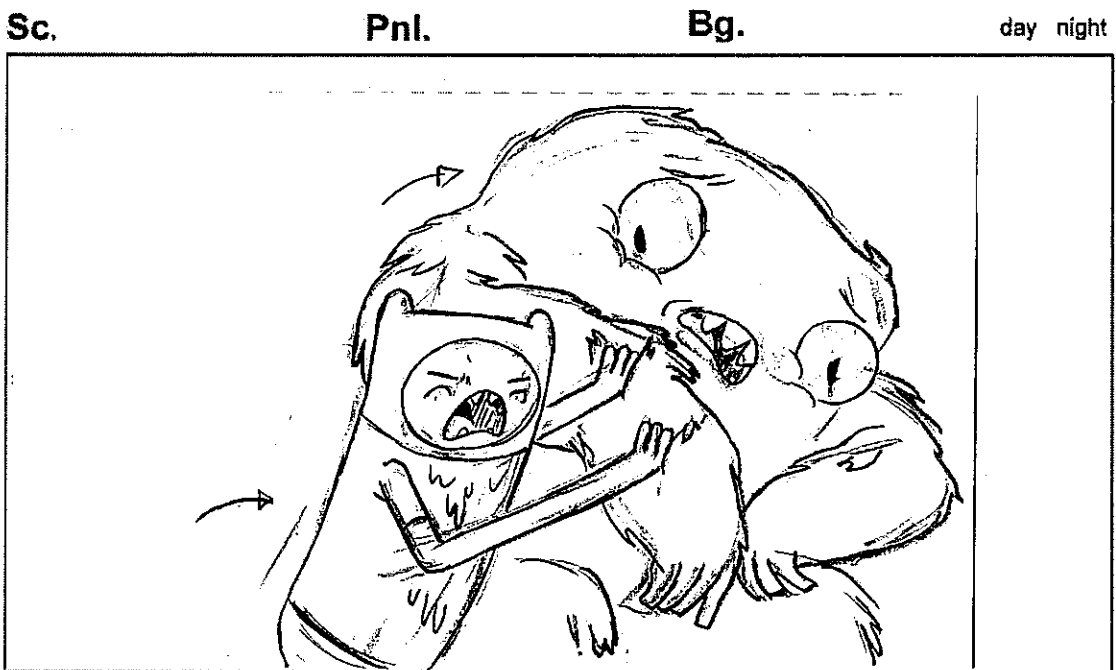
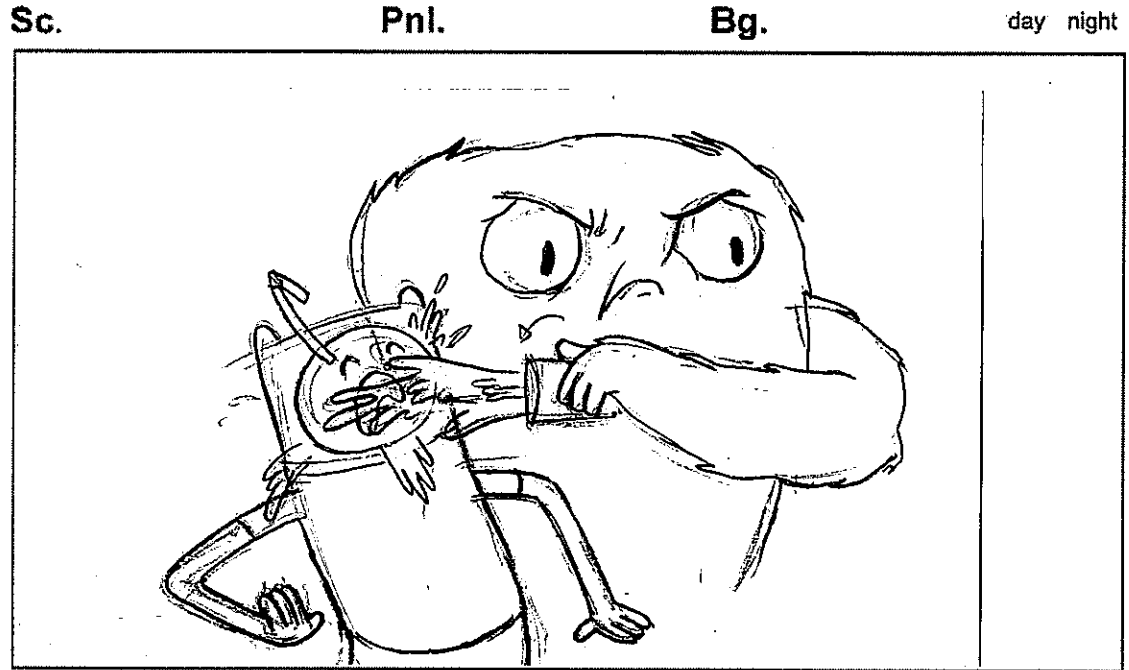
Production :

ADVENTURE TIME



Next-86

Page 84



Dialog:

F: "AHH!" ~~SEX~~ (SPLOOSH!)

D: HMPH!

E: [COUGHING] DONNY, QUIT BEING A JERK!

Action:

DONNY THROWS THE APPLE JUICE INTO FINN'S FACE.

Timing:

EPISODE #

Production :

ADVENTURE TIME

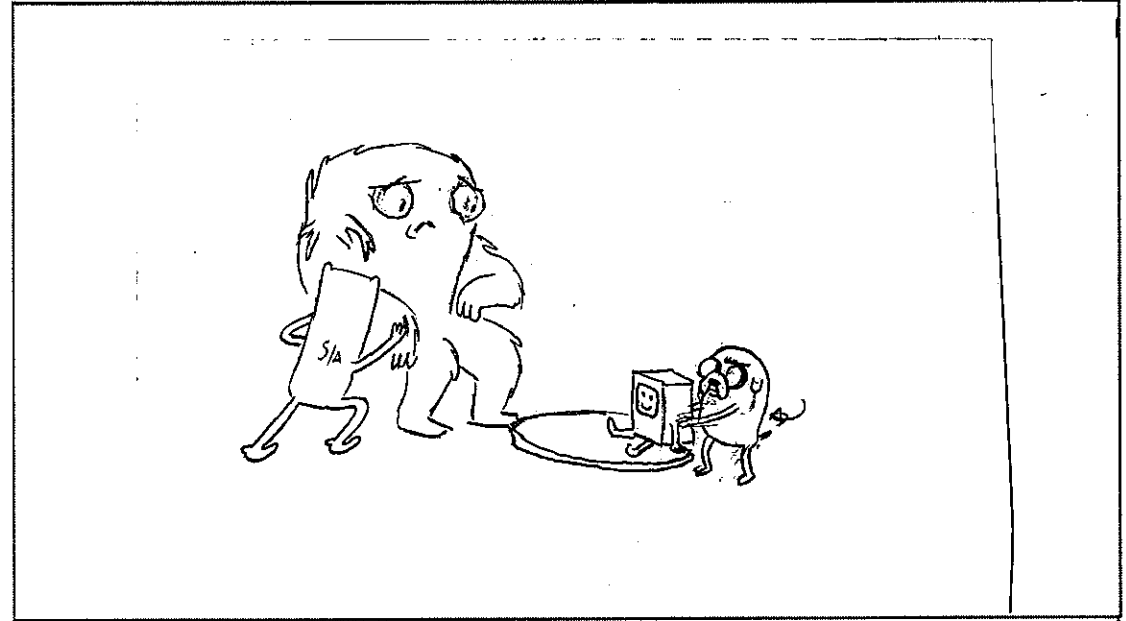


Page 86

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
D: (CONFUSED) WHAT? WHAT'D I DO?
E: < STRUGGLING SOUNDS >

J: FINN, I DON'T THINK THIS IS
 GONNA' WORK...

Action:
 FINN CONTS PUSHING
 ON DONNY.
 JAKE SETS BEEMO BACK
 UP ON THE TABLE

Timing:

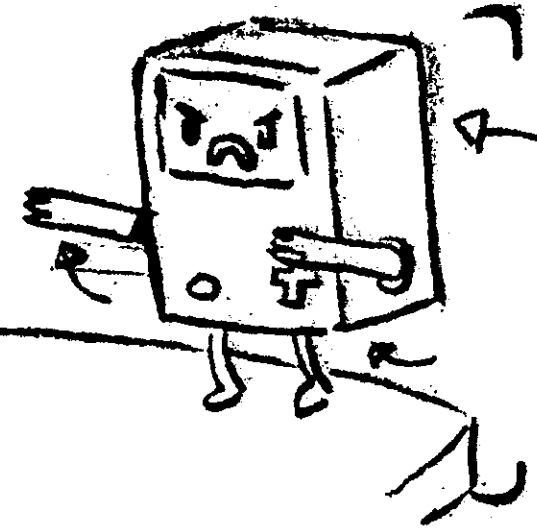
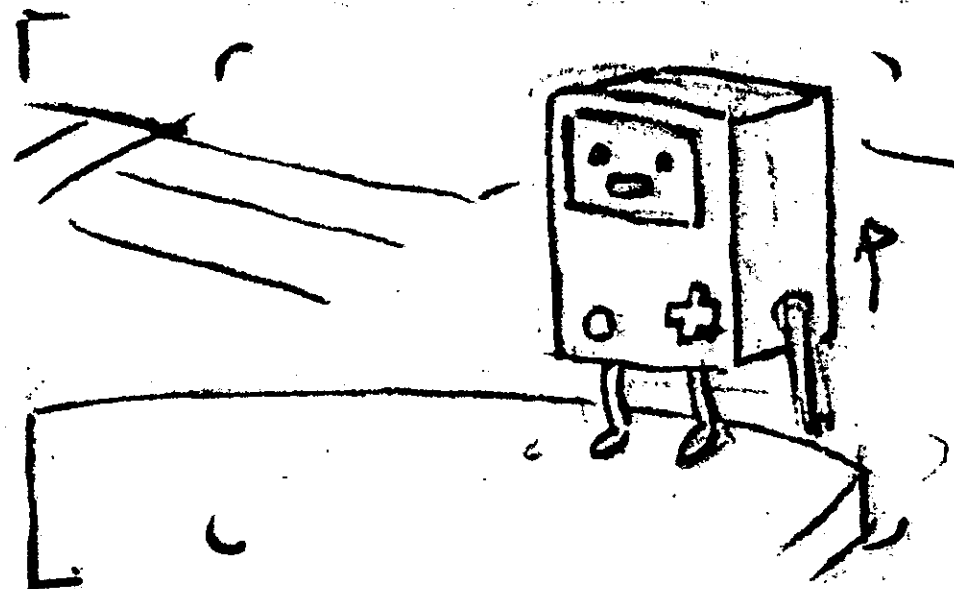
EPISODE #

Production :



86A

S/A

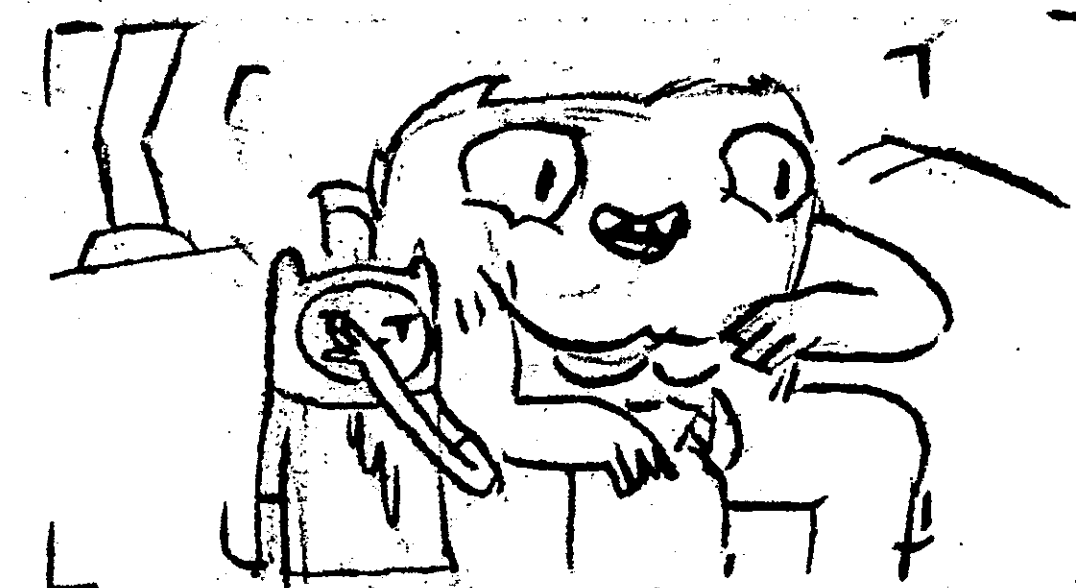


B: I AM INCAPABLE OF
... EMOTIONS ...

B: ... AND YET, YOU ANNOY
EVEN ME.

Action	
Thought	

86B



D: C'MON! I WAS JUST JOKIN' AROUND...



D: FINN THOUGHT IT WAS FUNNY

Action:

Things:

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ADVENTURE TIME



Page 87

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:

F: NO, YOU DON'T GET IT, DONNY!

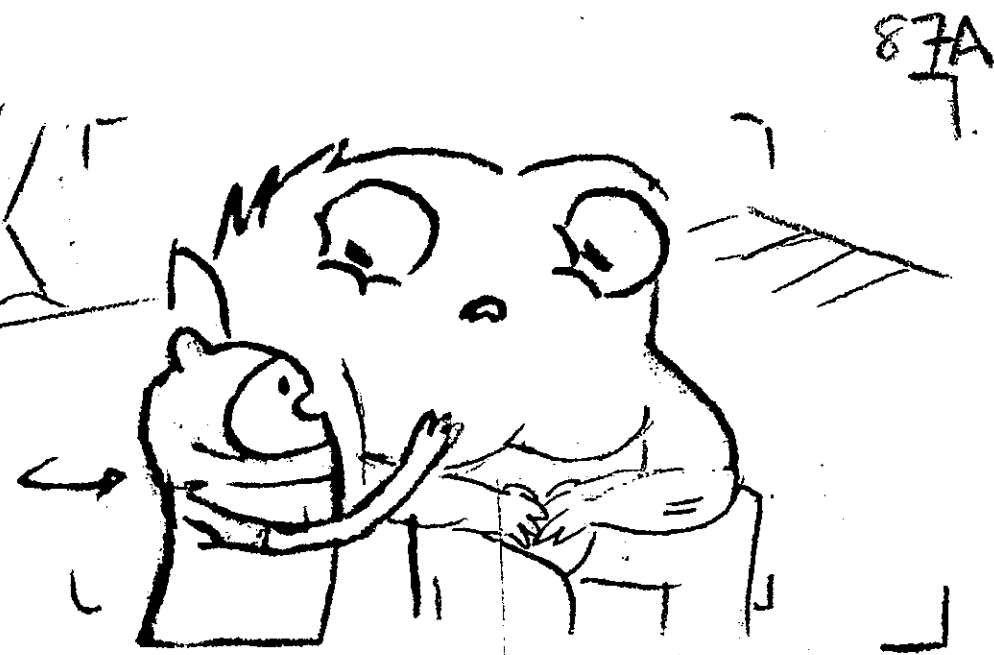
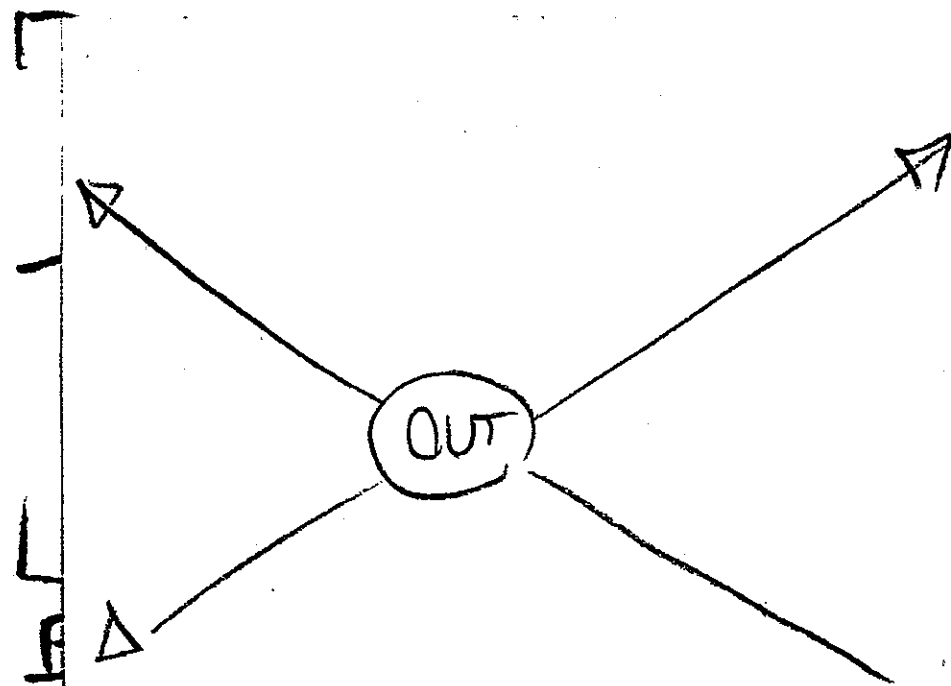
D: (INCREDULOUS) EVERYBODY'S GETTIN'
MAD AT ME FOR NOTHIN'!

Action:

Timing:

EPISODE #

Production :



F: YOU HAVE TO THINK ABOUT
HOW YOUR ACTIONS MAKE
OTHER PEOPLE FEEL.

87A
7

Act

Twins

Production

87B



D: MM-Hm...



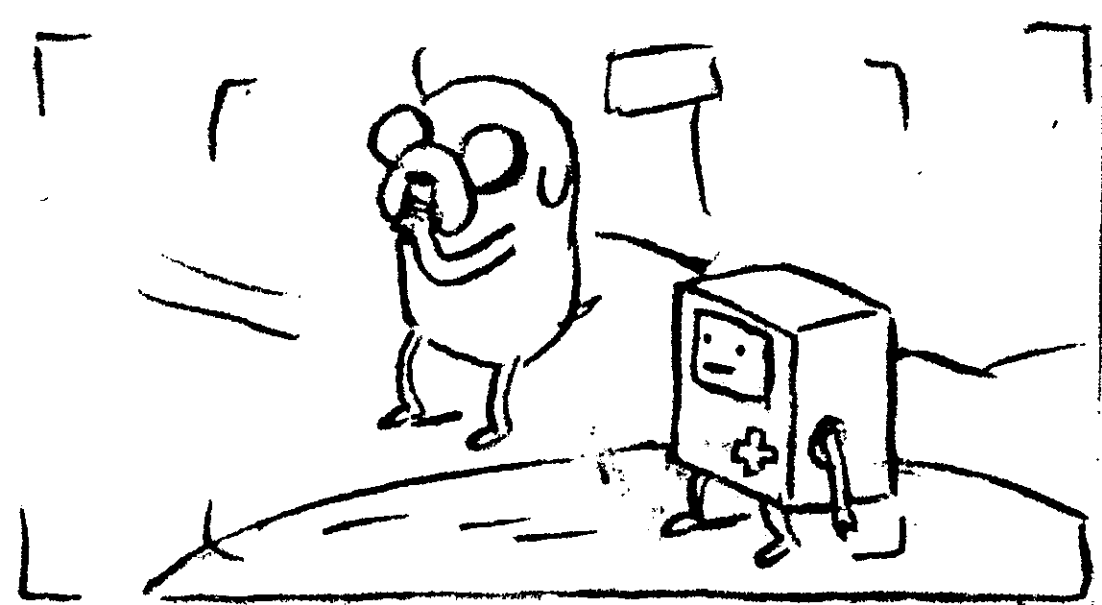
D I DONT UNDERSTAND
AT ALL ...

Action

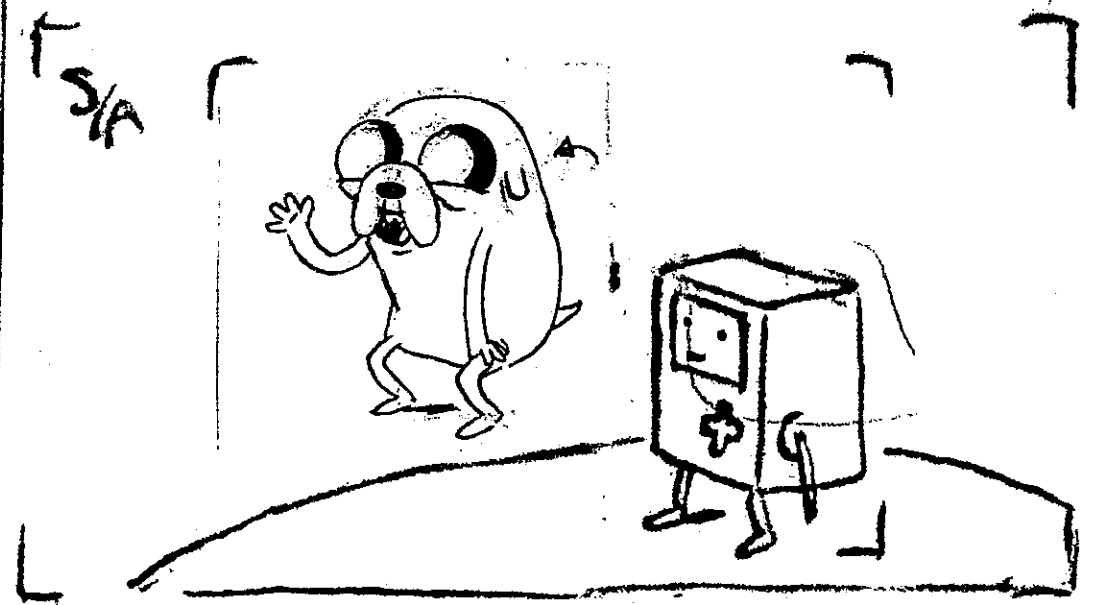
PUSH IN on DANNY

Timing

Production



J: MAYBE HE'S ONE OF THOSE
NON-TRADITIONAL LEARNERS



J: ...OO, TEACH HIM THAT LITTLE
EMPATHY SONG I TAUGHT YOU.

Action:	
Timing:	

96 A
87D



F: HOW'S THAT GO...UH

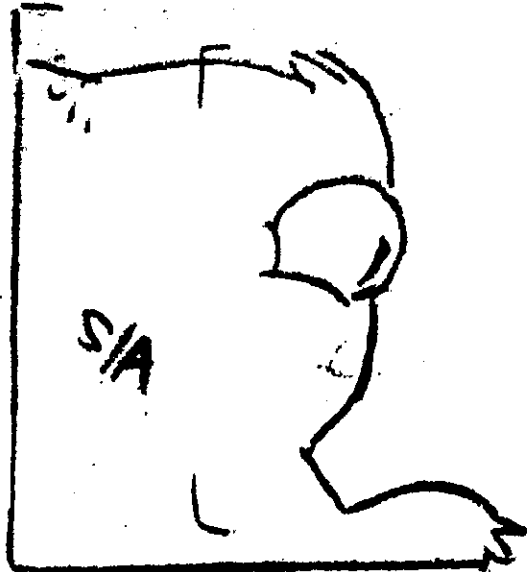


S/A

E: (MUTTERING) EMPATHY... EMPATHY
... UM ...

Action

Things



S/A

F: (MUTTERING) ... PUT YOURSELF IN THE PLACE OF ME ...



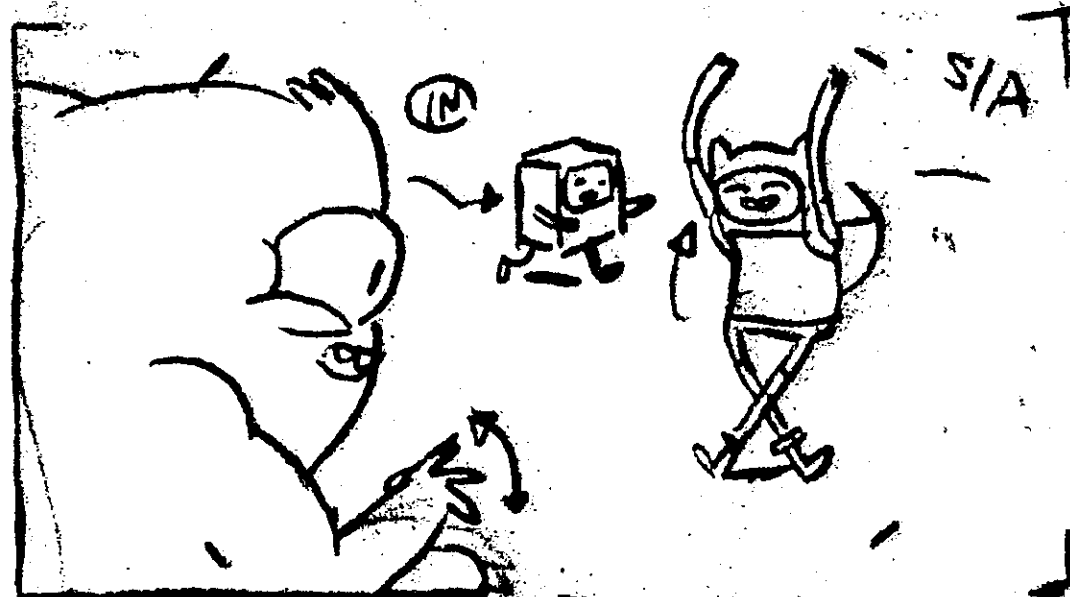
S/A

E: (SINGING) EMPATHY...

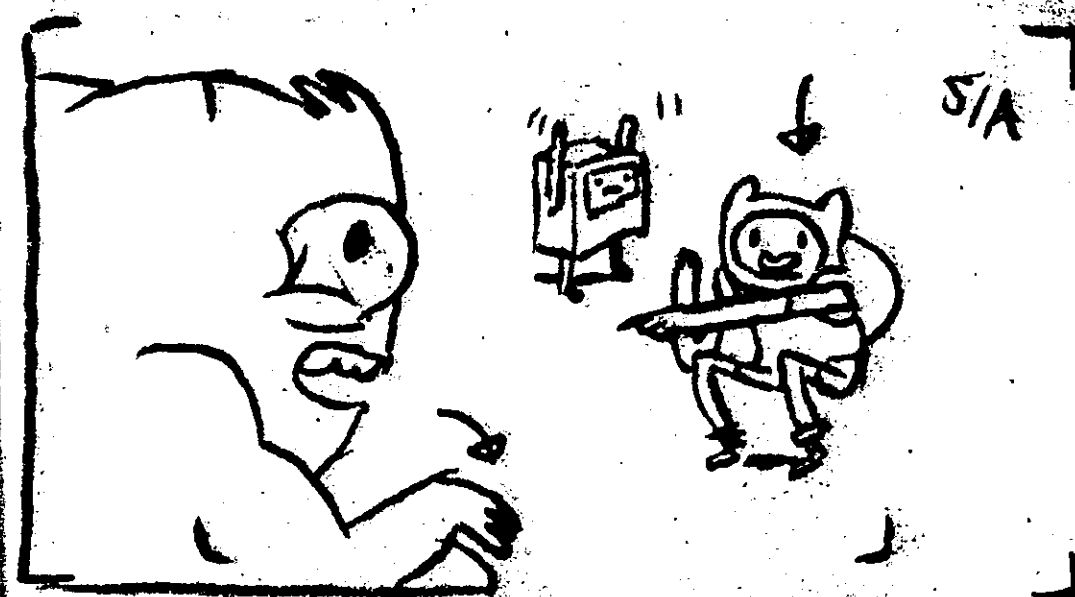
Action

Dialog

Production :



E: (SINGING LOUDLY) EMPATHY!



E: PUT YOURSELF IN THE PLACE
OF ME! YOUR TURN!

BEEMO : [MUSIC & SFX]

Action

Timing

NEXT PAGE 89

876

3A



D: UHH... OH



D: (HESITANT) EMPATHY, EMPATHY
PUT YOURSELF --

Action

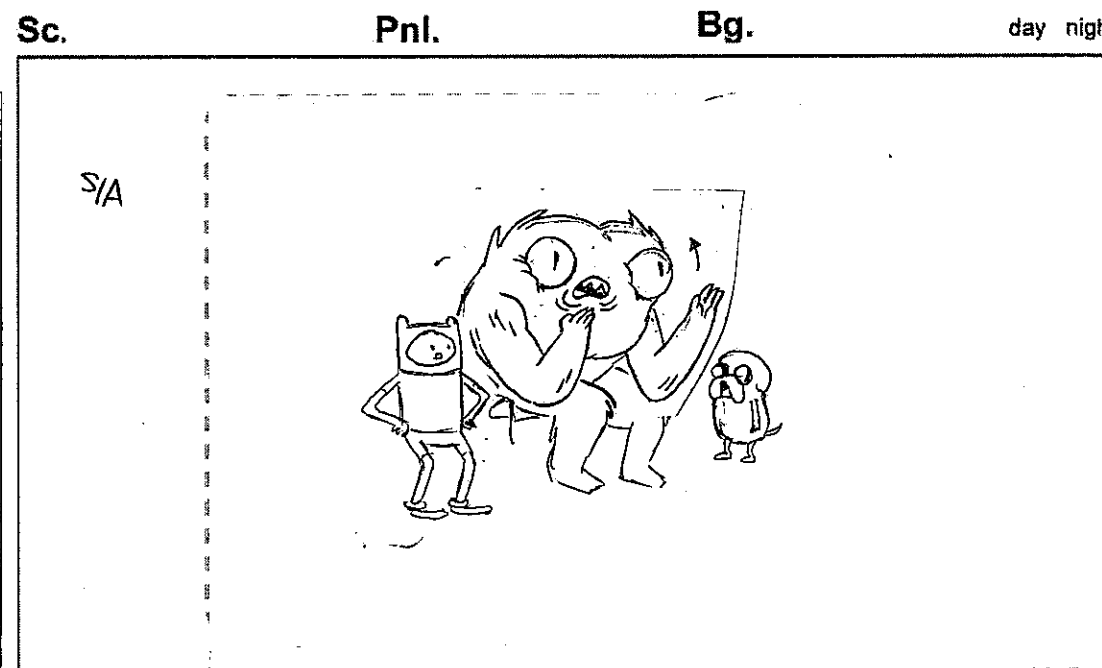
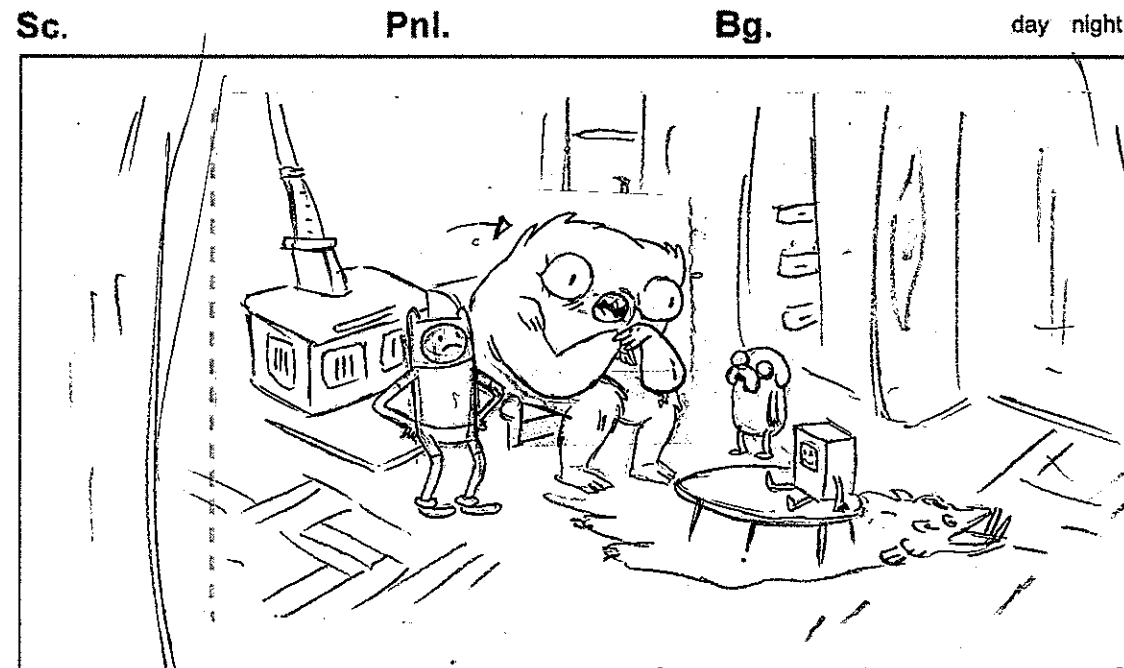
Things

Production

ADVENTURE TIME



Page 89



Dialog:	<u>D</u> : (WITH REALIZATION) OHHH!!	<u>D</u> : SO IT'S LIKE ... WHEN I SQUISH CHICKENZ ... I SHOULD LET THEM SQUISH <u>ME</u> , TOO!
Action:	DONNY STARTS TO CRY	F&J LOOK @ EACH OTHER,
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Page 90

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

S/A

S/A

Dialog:	E : UM, YEA, KINDA RIGHT.	SFX (O/S) <ALARM BELLS!>
Action:		
Timing:		

EPISODE #

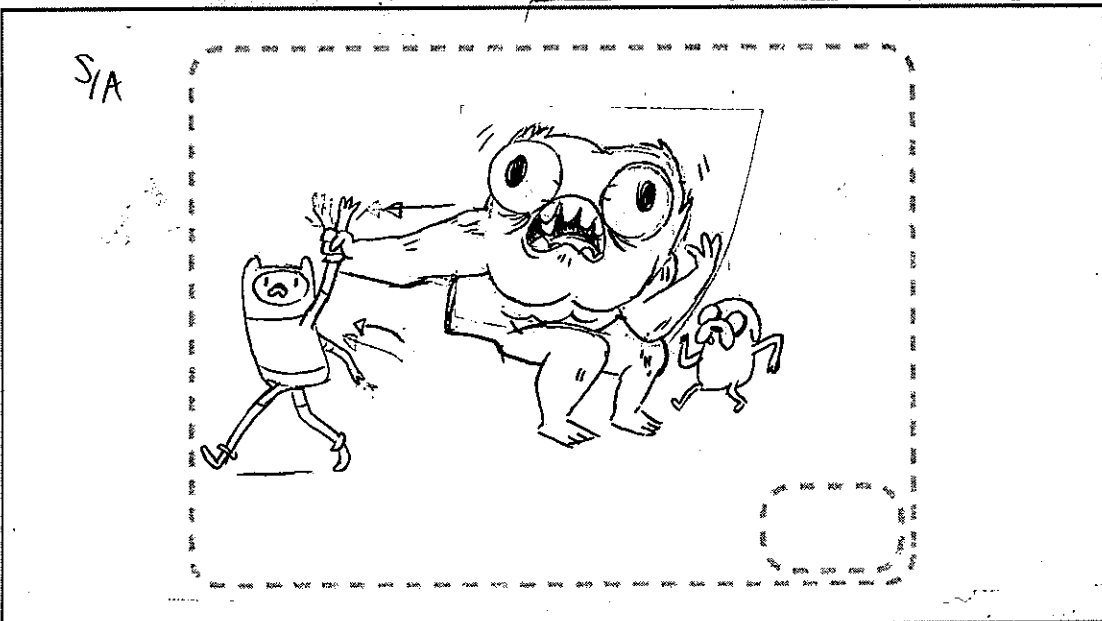
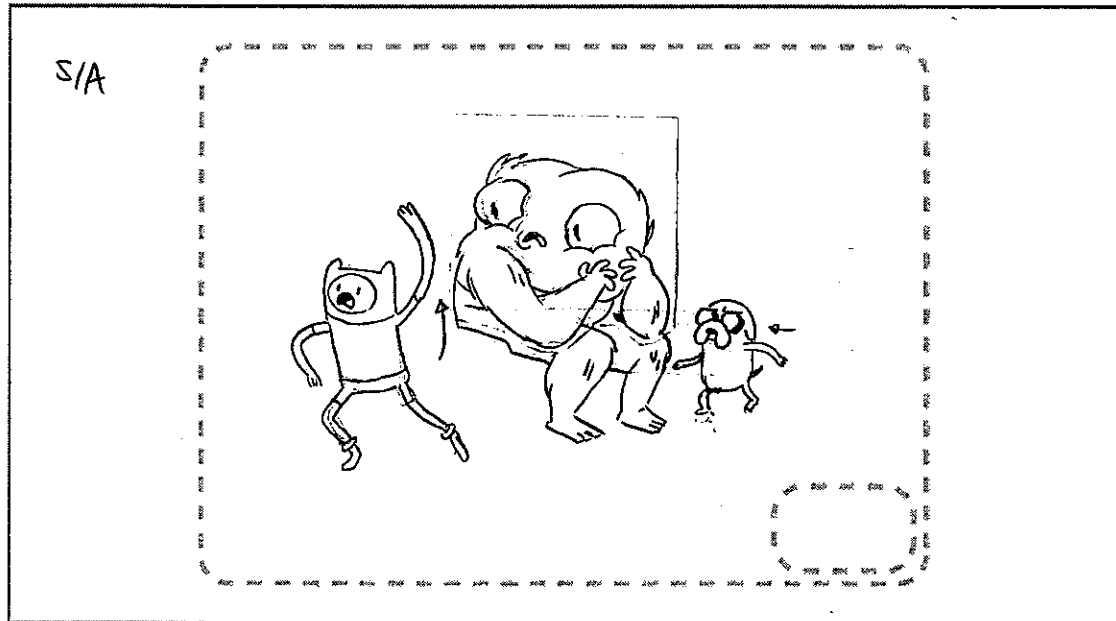
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:	E: C'MON, JAKE = SOMEONE NEEDS OUR HELP!	D: DON'T GO!! I'M POURING MY HEART OUT HERE!!
Action:		
Timing:		

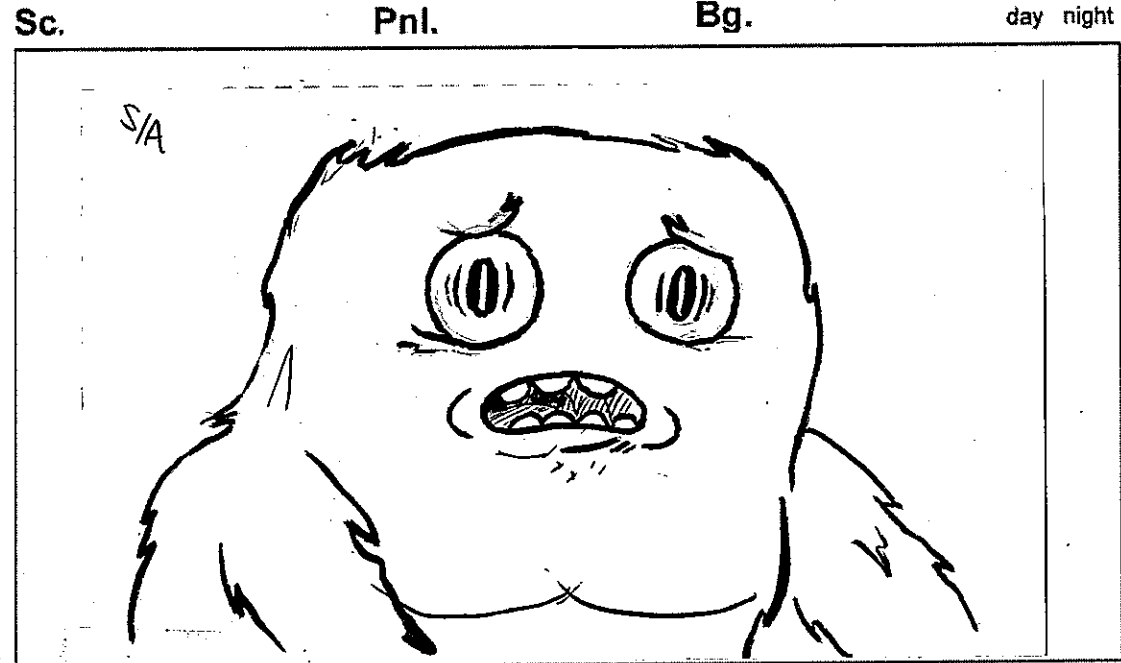
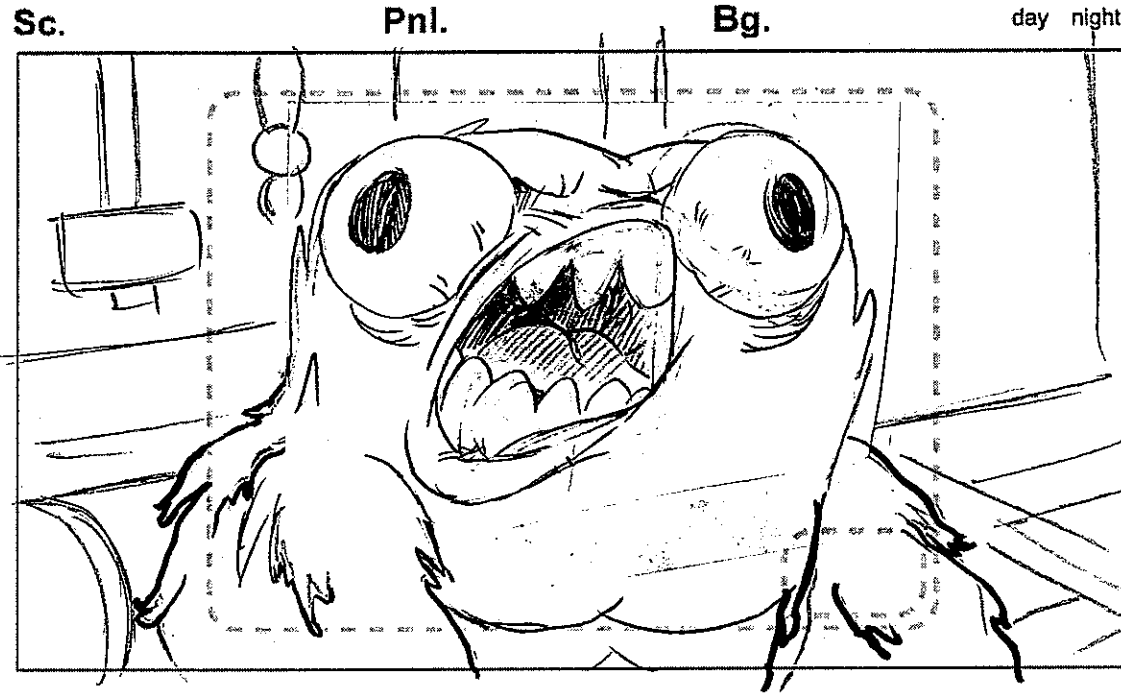
EPISODE #

Production :

ADVENTURE TIME



Page 92



Dialog

D: (YELLING) I DON'T WANT
TO BE CALLED A JERK!!

D: (SADLY) I DON'T WANT TO BE A JERK.

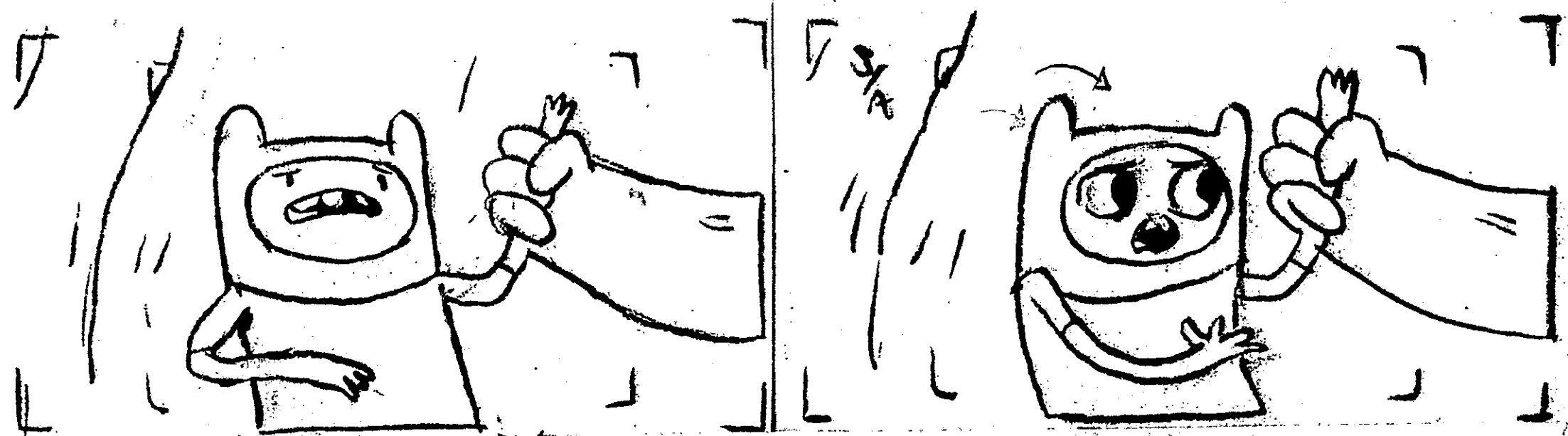
Action:

Timing:

EPISODE #

Production :

NEXT PAGE 96
P. 93



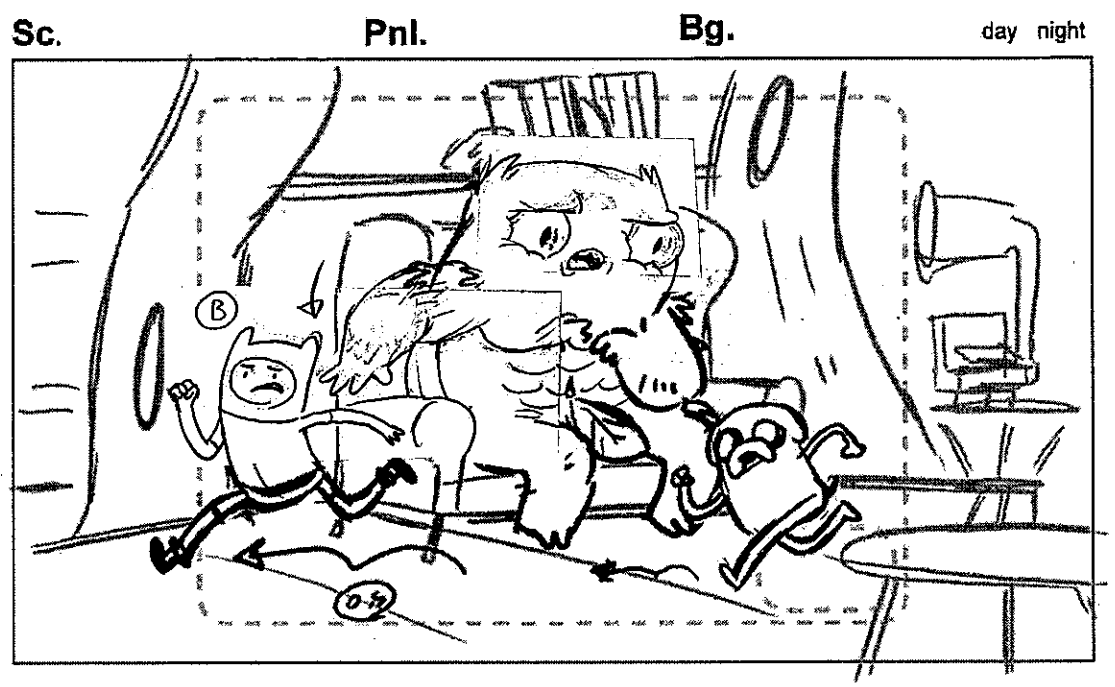
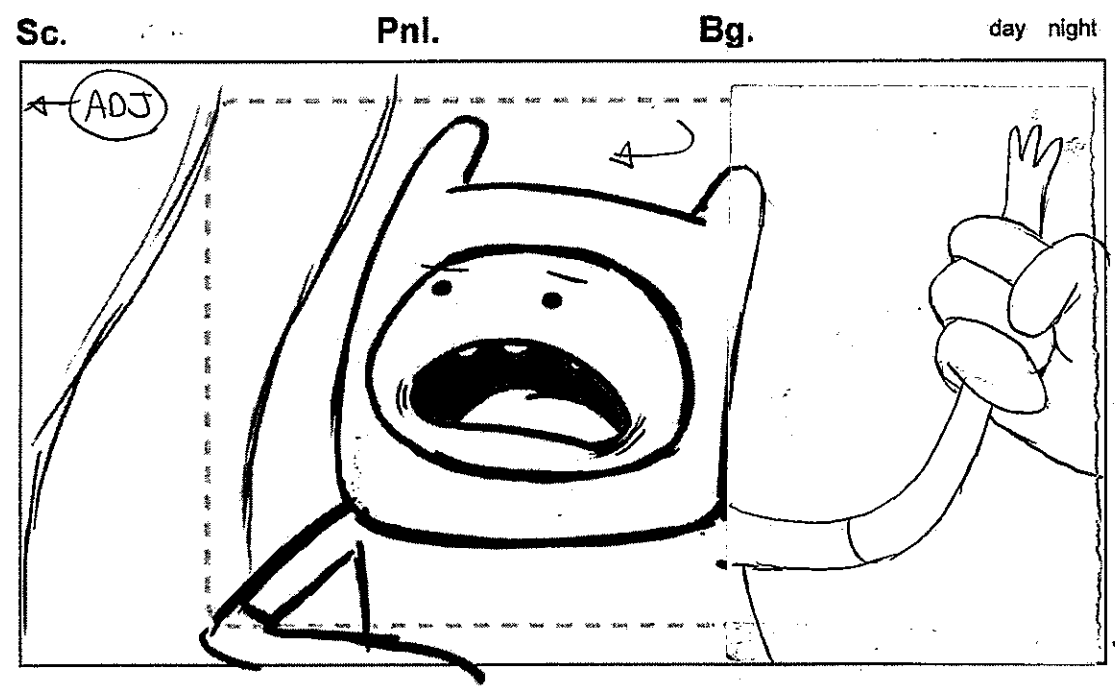
F: I KNOW, DONNY.

F: (WHISPER) I KNOW ...

Findings

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ADVENTURE TIME



Dialog:
E: BUT FIRST, I MUST ATTEND TO THIS!
SFX: [BELL RINGING IN THE DISTANCE]

Action

Timing:

D: FINE... LEAVE ME. I'VE LIVED EVERYBODY ELSE

Production :

EPISODE #

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ADVENTURE TIME



Sc. Pnl. Bg. day night

S/A

Sc. Pnl. Bg. day night

S/A

(N)

Dialog:	
D:	EVERYBODY ELSE DOES
E: MAN, DONNY...	
Action:	
Timing:	

EPISODE #

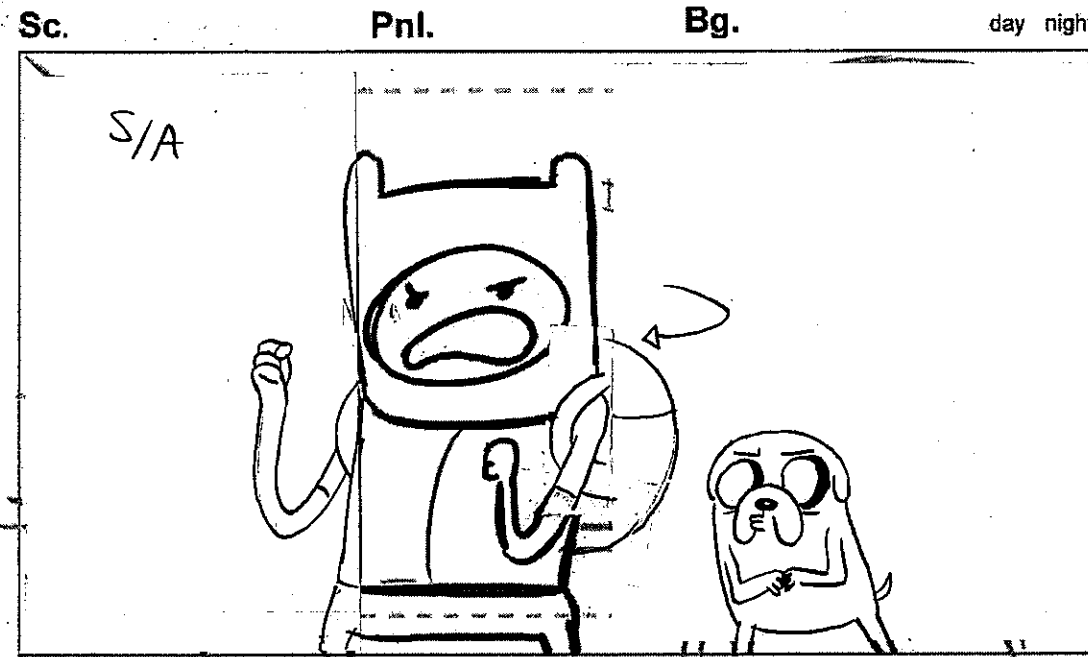
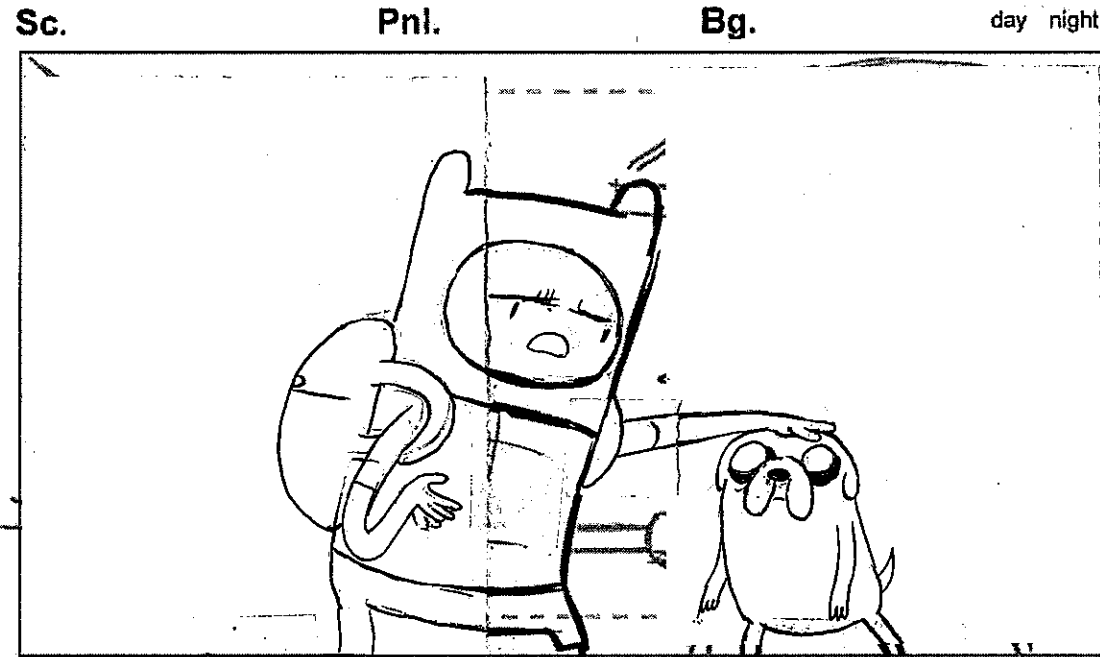
Production :

ADVENTURE TIME



Page 97

Next 99



Dialog:

E: WAKE UP. STAY HERE AND TRY TO FIX HIM !!

Action:

Timing:

E: WHILE I DEAL WITH AN UNKNOWN-POSSIBLY DEADLY, EMERGENCY !!

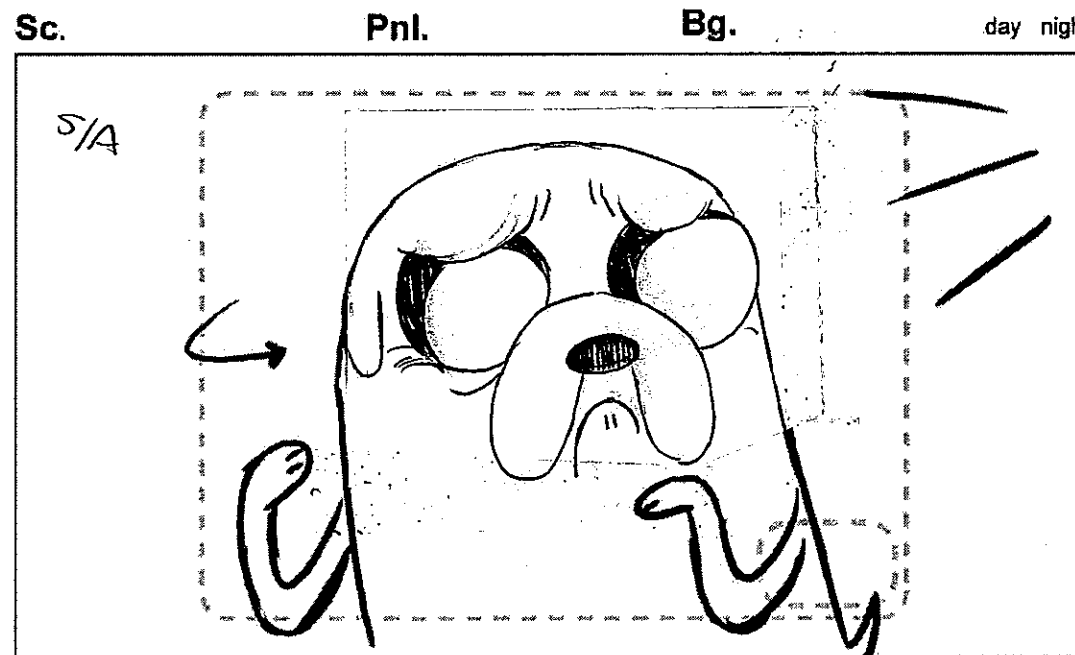
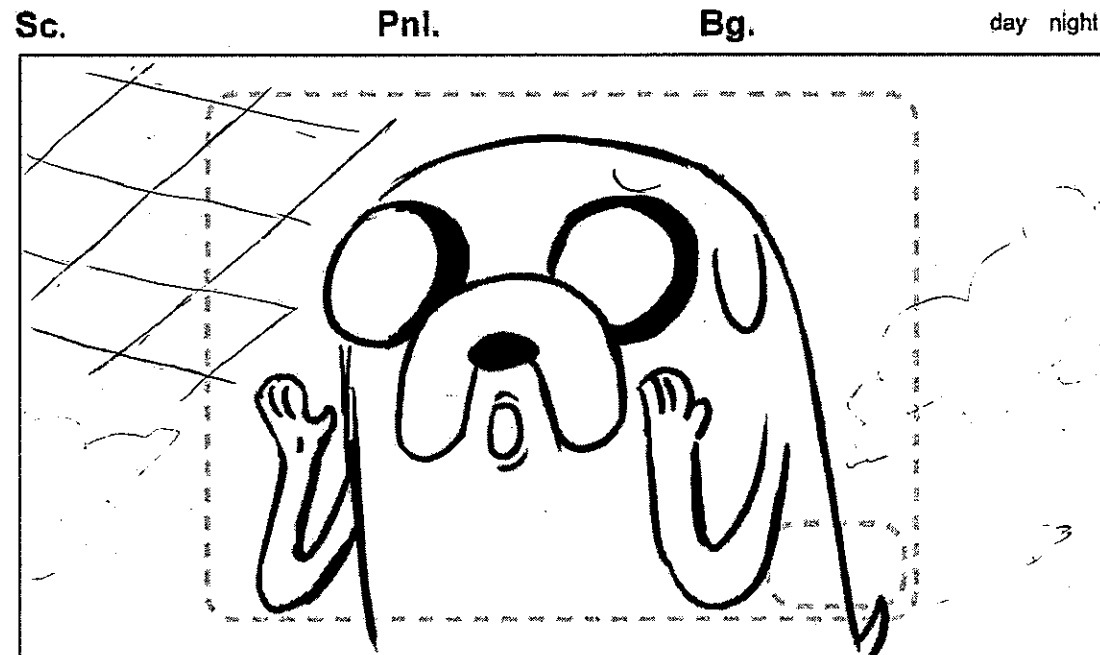
EPISODE #

Production :

ADVENTURE TIME



Page 99



Dialog:

J: DUDE, W/TRADE ME JOBS.
SFX: C CRASH!)

D. Co(s) JAKE! SOMEBODY BROKE
 YOUR ... UM, ENTIRE LIVING ROOM.

Action:

Timing:

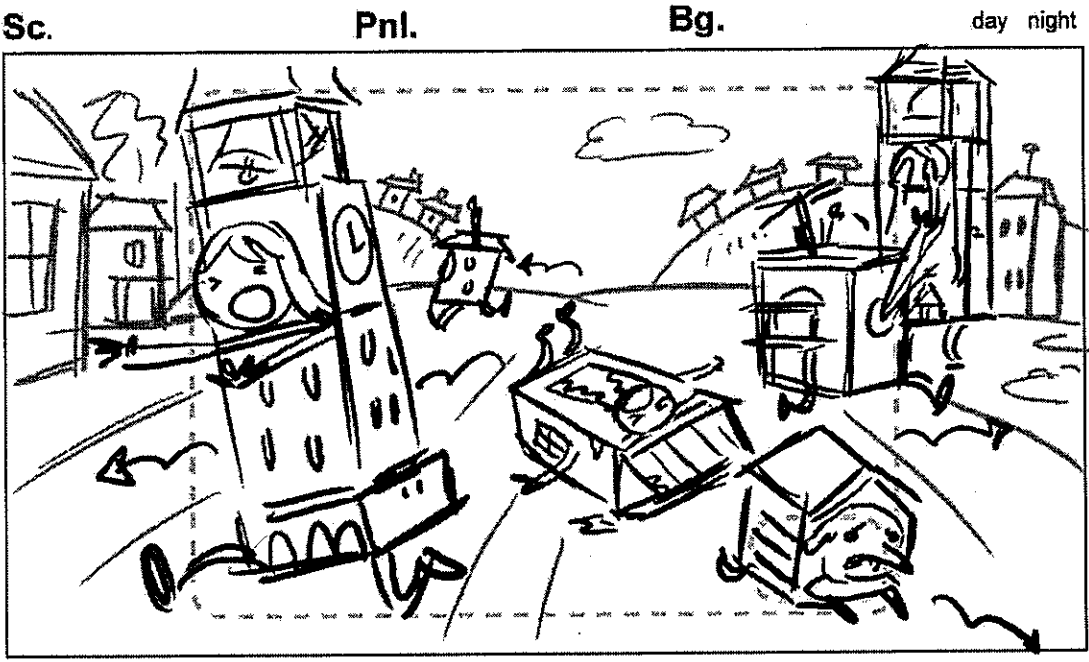
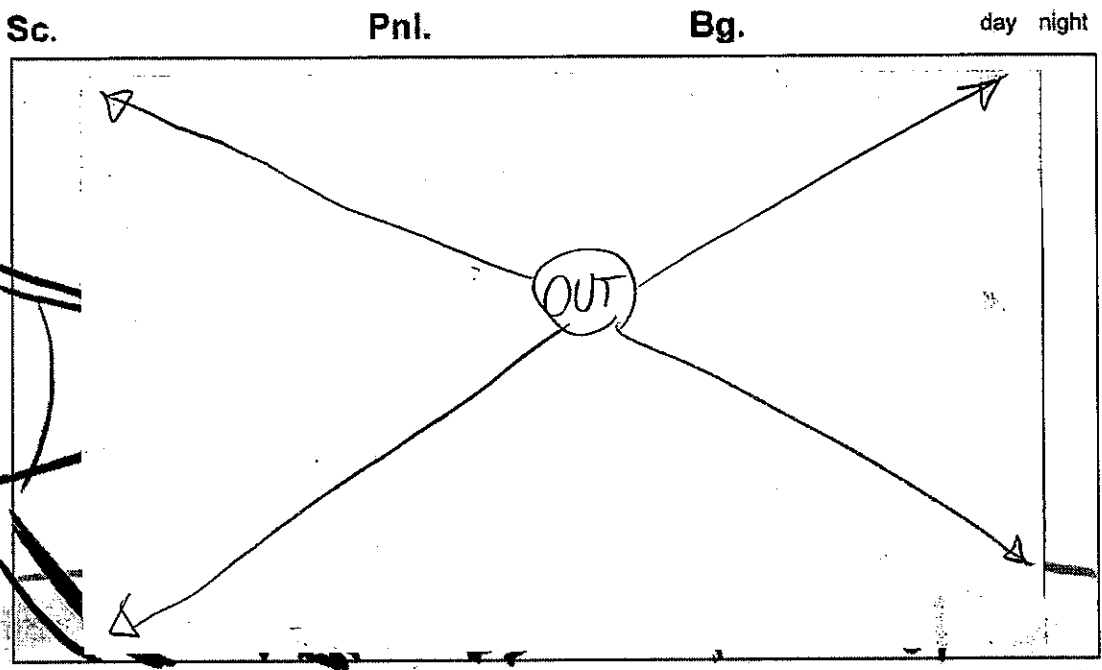
EPISODE #

Production :

ADVENTURE TIME



Page 100



Dialog:		HOUSES: [SCARED WALLA] SFX: [BELL RINGING WILDLY]
Action:		
Timing:		

EPISODE #

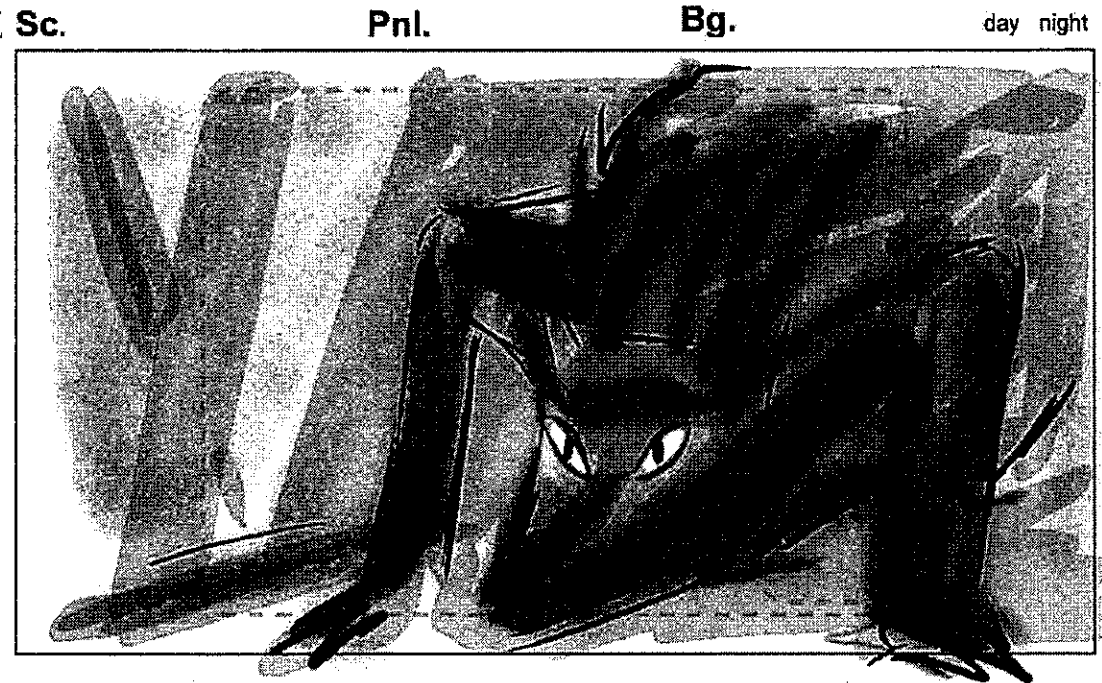
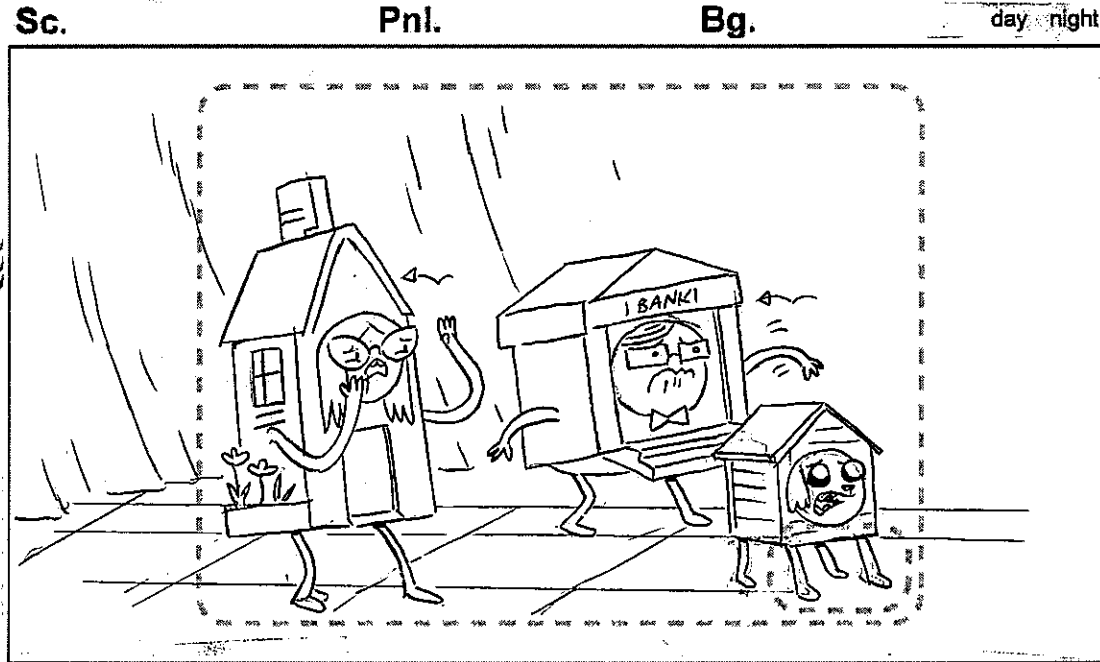
Production :

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ADVENTURE TIME



Page 101



Dialog: HOUSE PEOPLE: <SCARED WALLA>

(growl) ~

Action:

Timing:

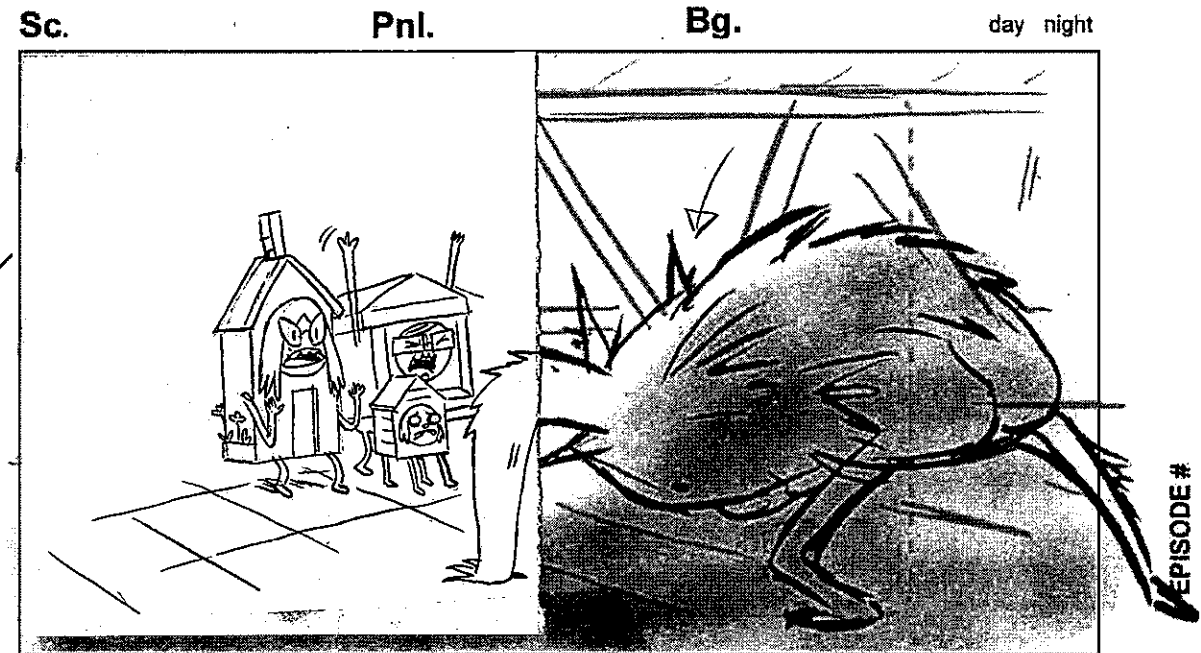
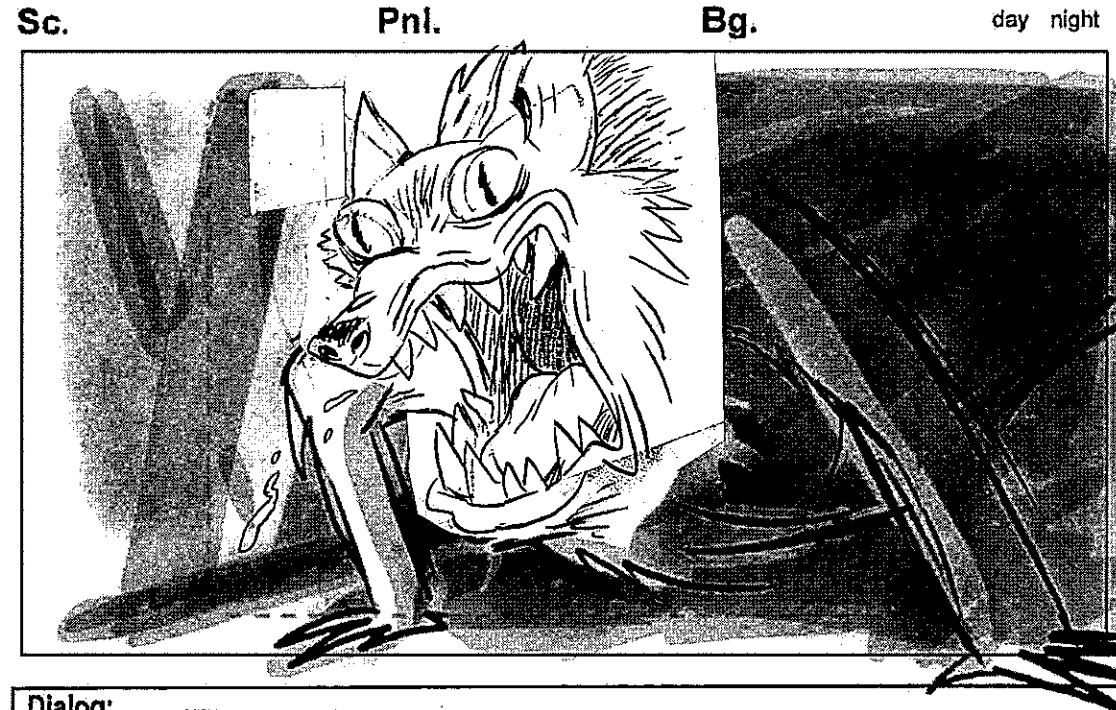
EPISODE #

Production :

ADVENTURE TIME



Page 102



EPISODE #

Dialog:

WW: RAWRGH AV @ GADRO'S
CONSTANT !?

BANKER QUICK, ACT ABANDONED!

Action:

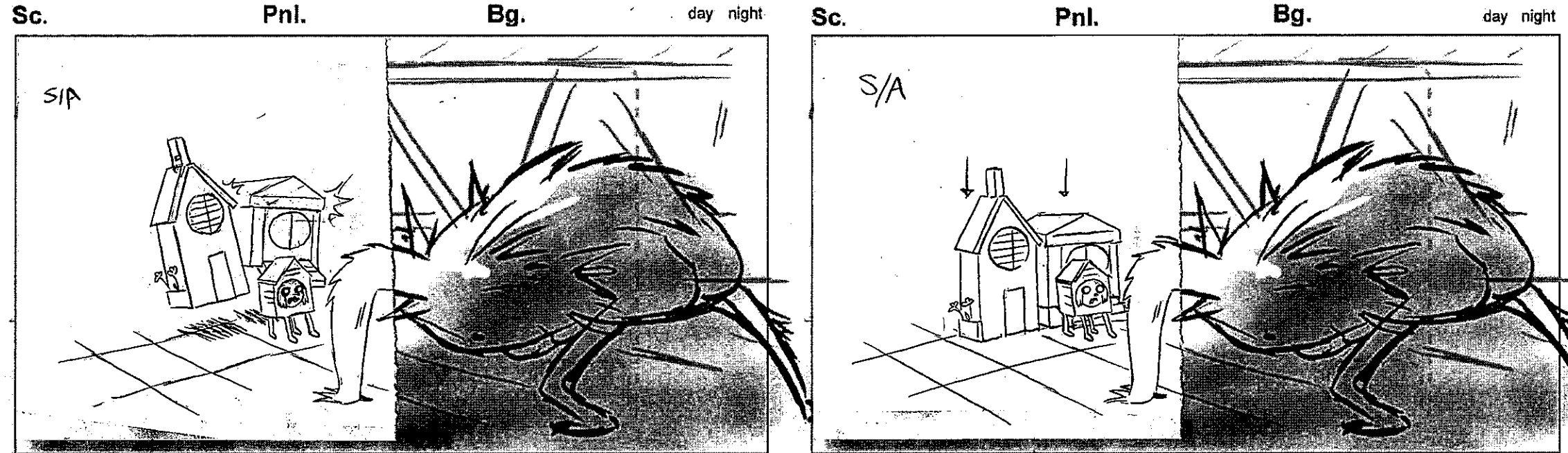
Timing:

Production :

ADVENTURE TIME



Page 103



EPISODE #

Dialog:

SFX : SLAM!

DOGHOUSE : [WHIMPERS]

W.WOLF : SIX-POINT-ZERO-TWO-TWO

Action:

Timing:

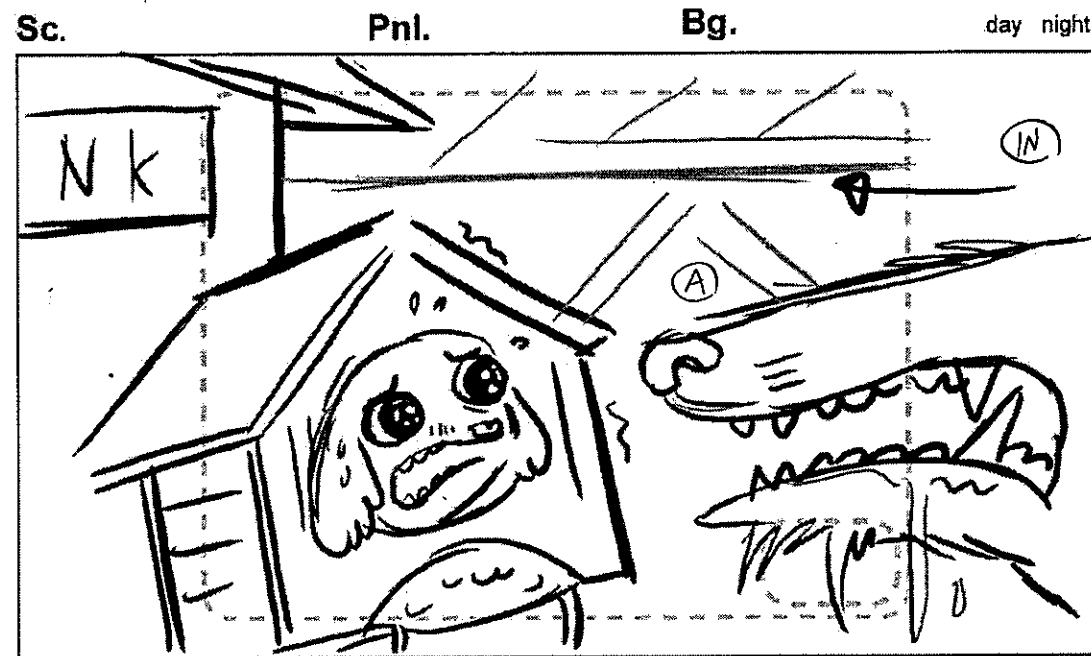
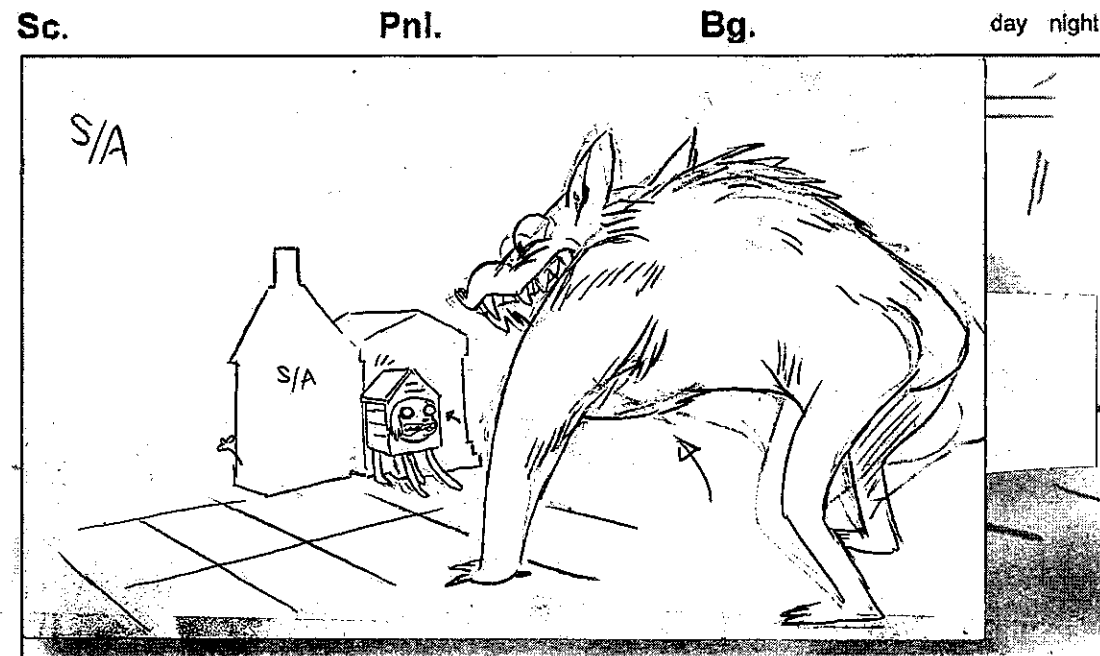
Production :

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ADVENTURE TIME



Page 109



Dialog:

WOLF: ONE-FOUR-ONE-FIVE-TIMES-

DOGHOUSE: <YELPING>

W.W.: <SNARLING> TEN-TO-THE-23RD

Action:

Timing:



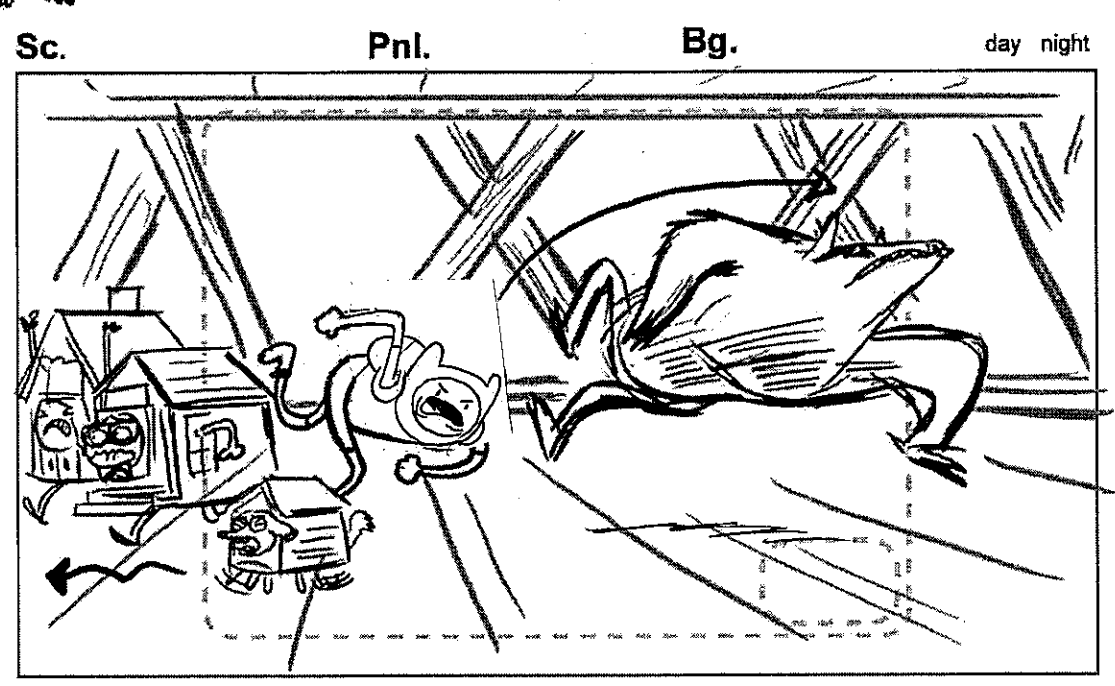
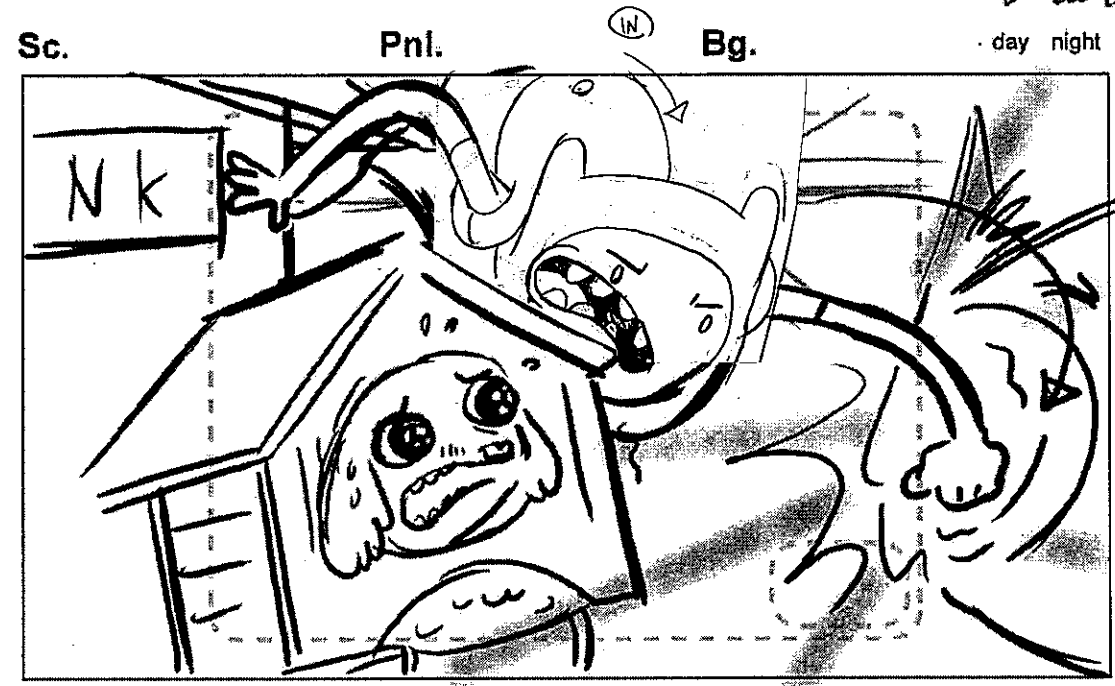
EPISODE #

Production :

ADVENTURE TIME



Page 109



Dialog:	<p>F: WHAM!</p> <p>SFX: WHAM!!</p>
Action:	
Timing:	

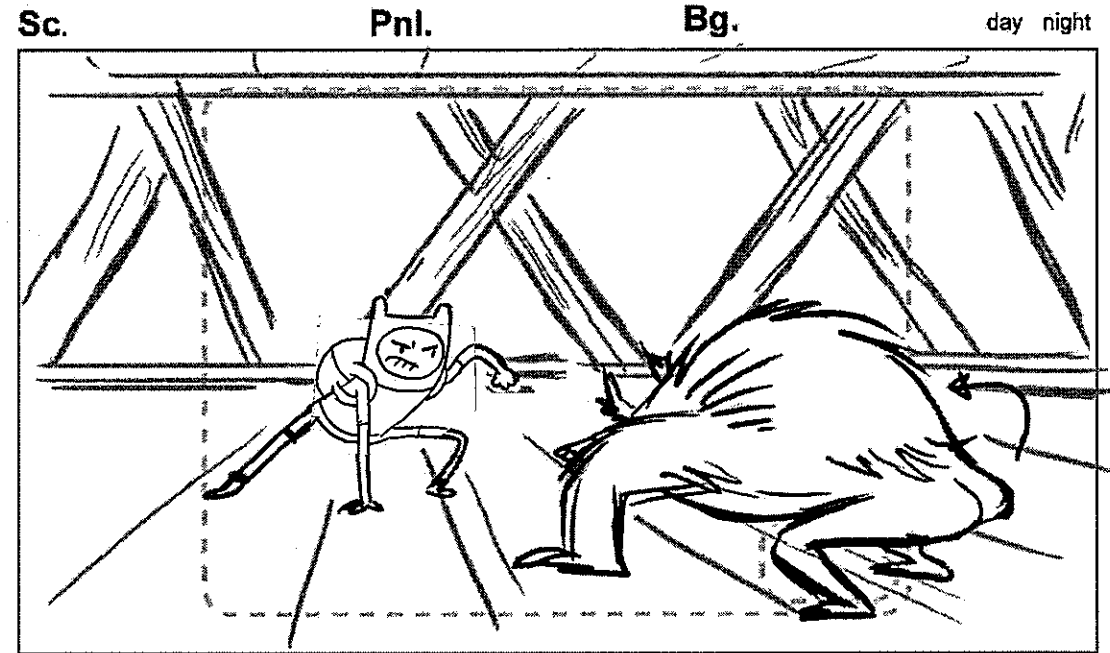
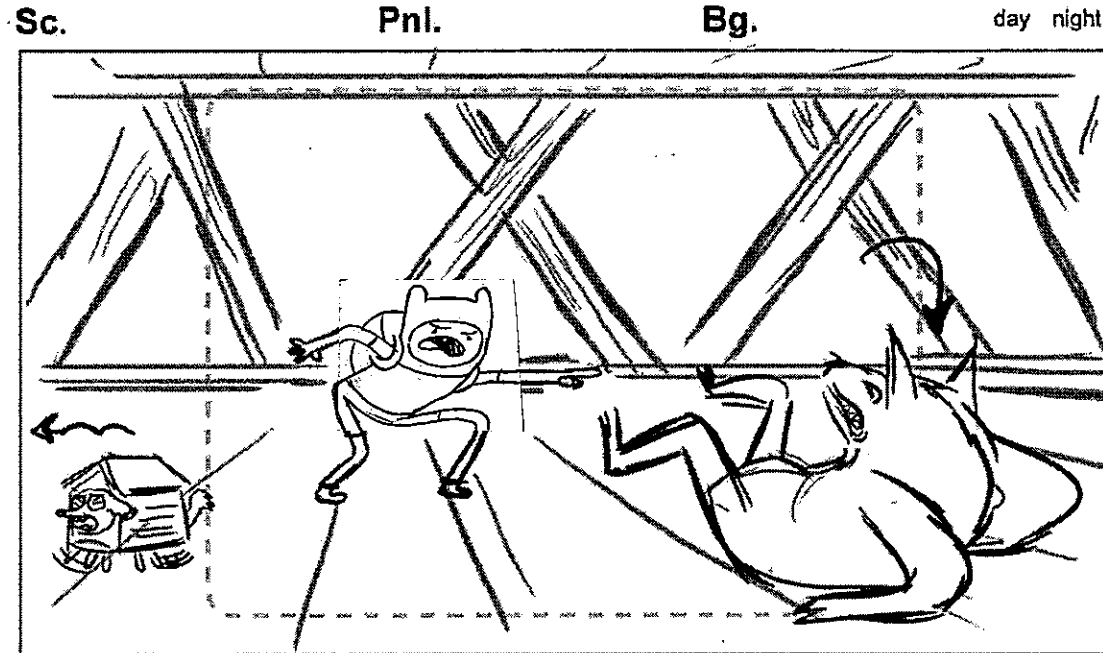
EPISODE #

Production :

ADVENTURE TIME



Page 106



Dialog:

F: HANDS OFF THE HOUSING MARKET !

SFX: THUMP

W.WOLF: < GROWL >

Action:

Timing:

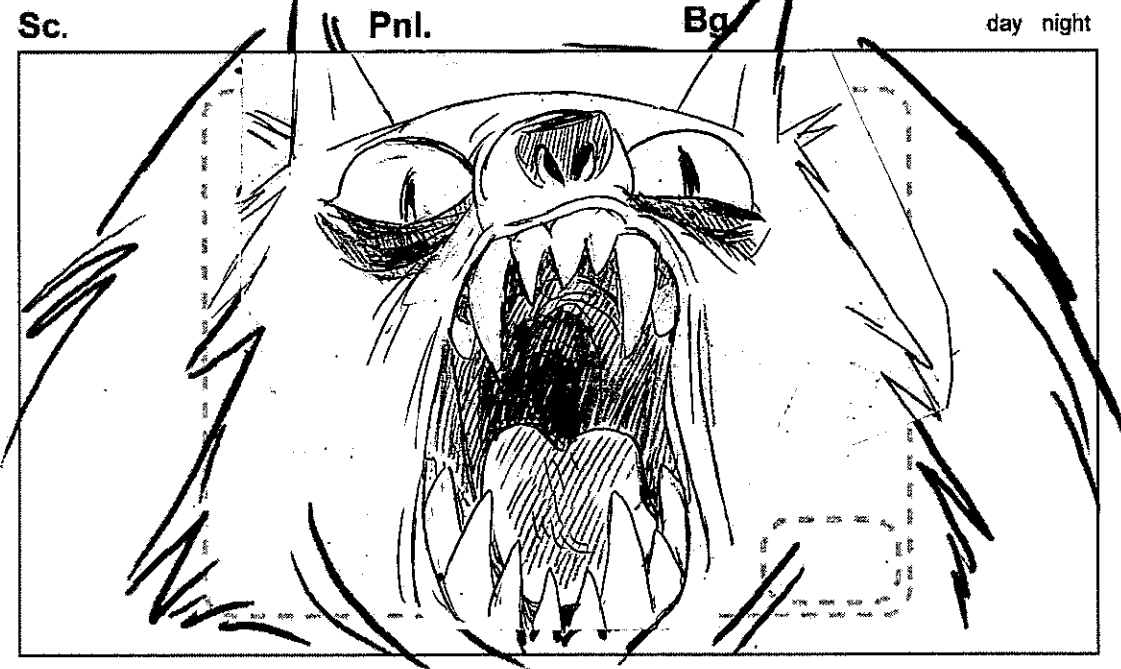
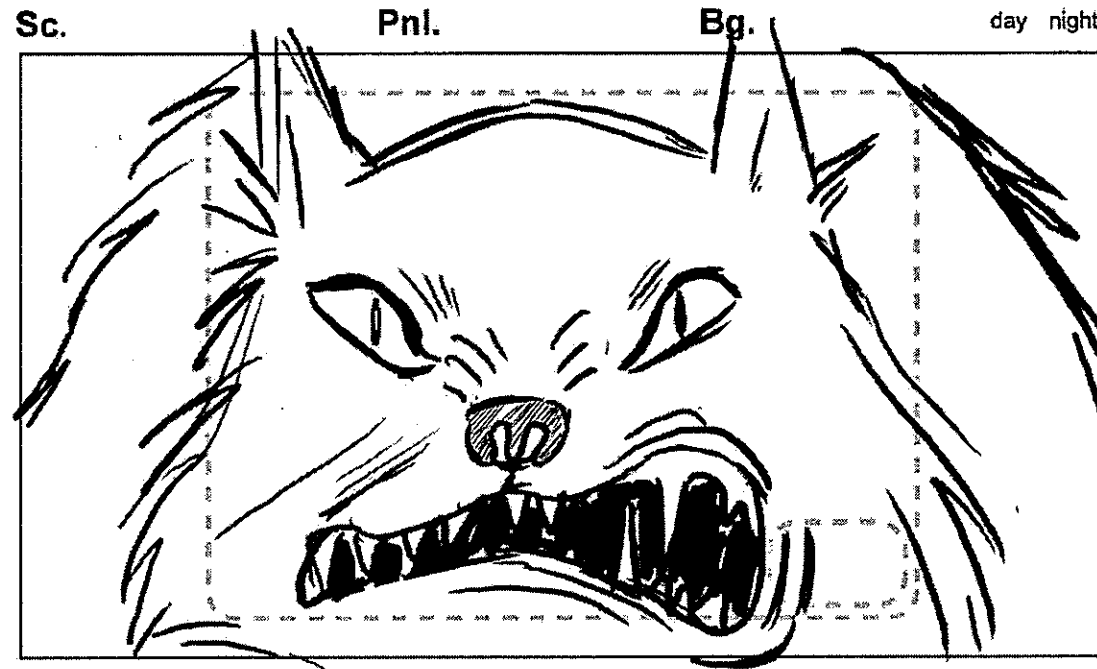
EPISODE #

Production :

ADVENTURE TIME



Page 106A



Dialog:

W. WOLF: (growl)

kevvrrr

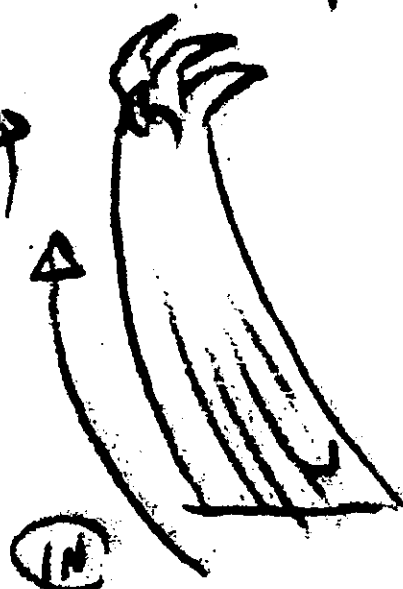
Action:

Timing:

EPISODE #

Production :

107

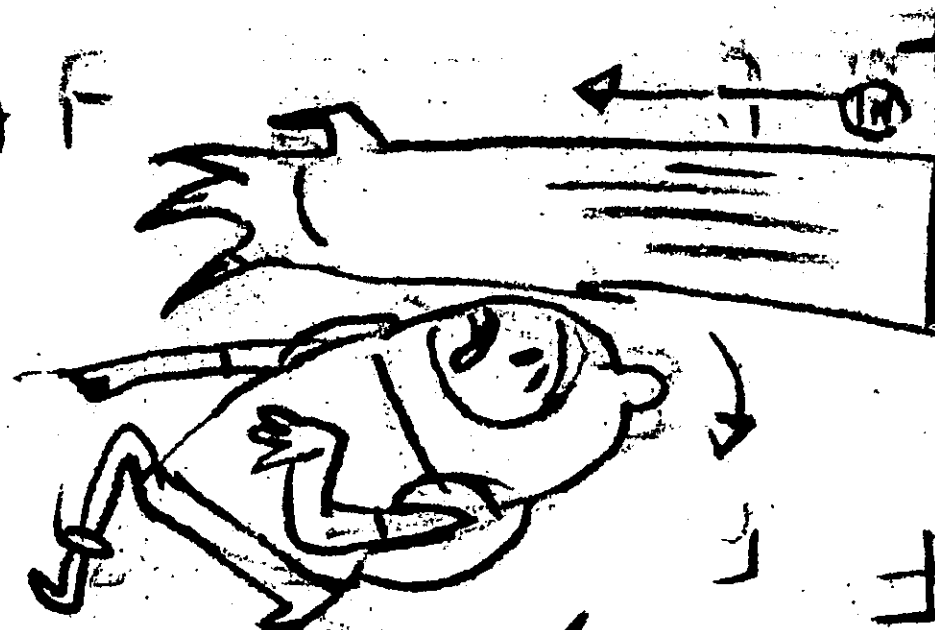


E: WHOA

Action

Things

S/A F



SFX: FSHH!

S/M



SFX: SHRIP! F: OW!
OUT J

Action

Timing

Production :



Action
Thinking

S/A



SFX: SHREKK

S/A



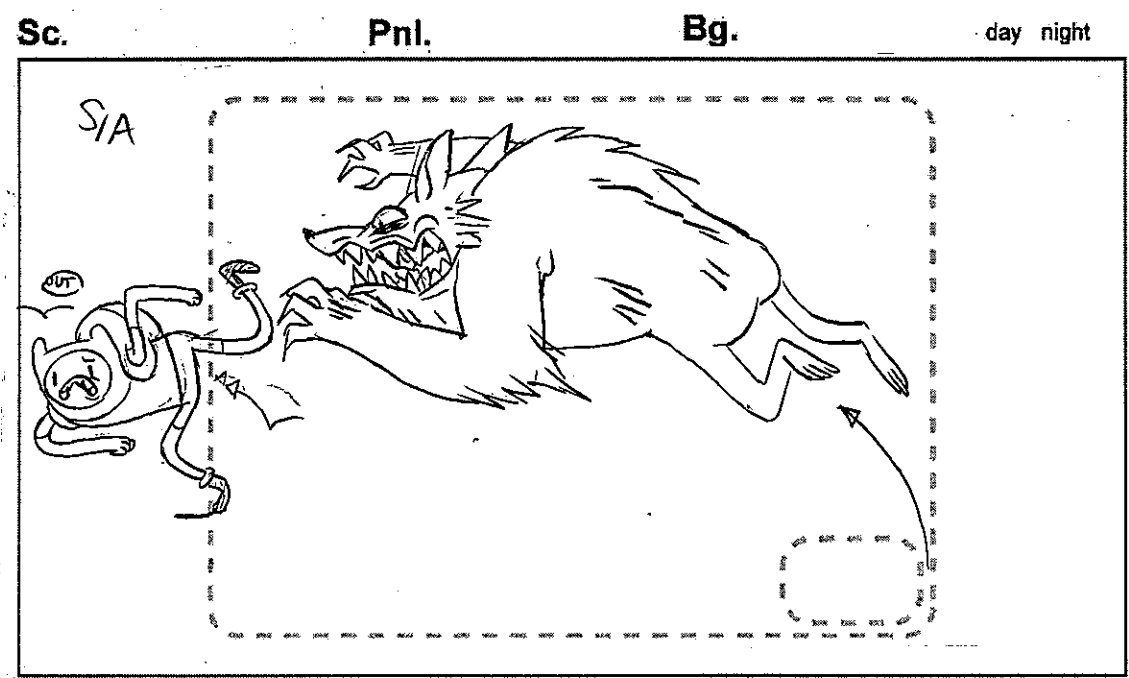
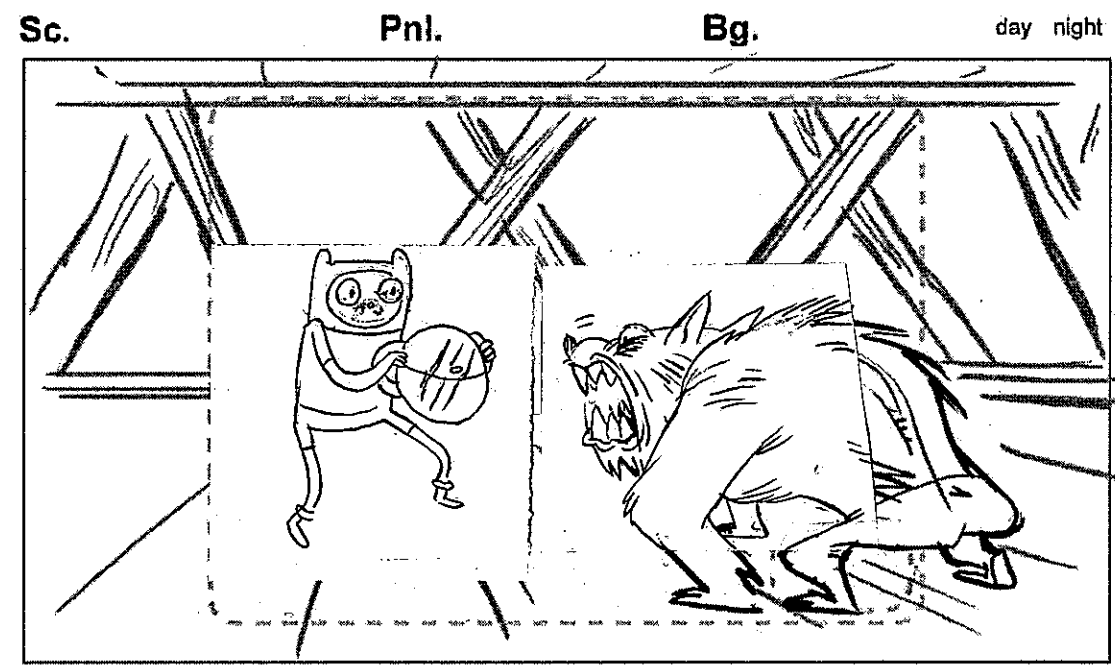
WEREWOLVES, MUCH
WORSE THAN OGRES

109A

Actions

Things

ADVENTURE TIME



Dialog:

W:WOLF: [GROWLING]

S.P

F: UGH!

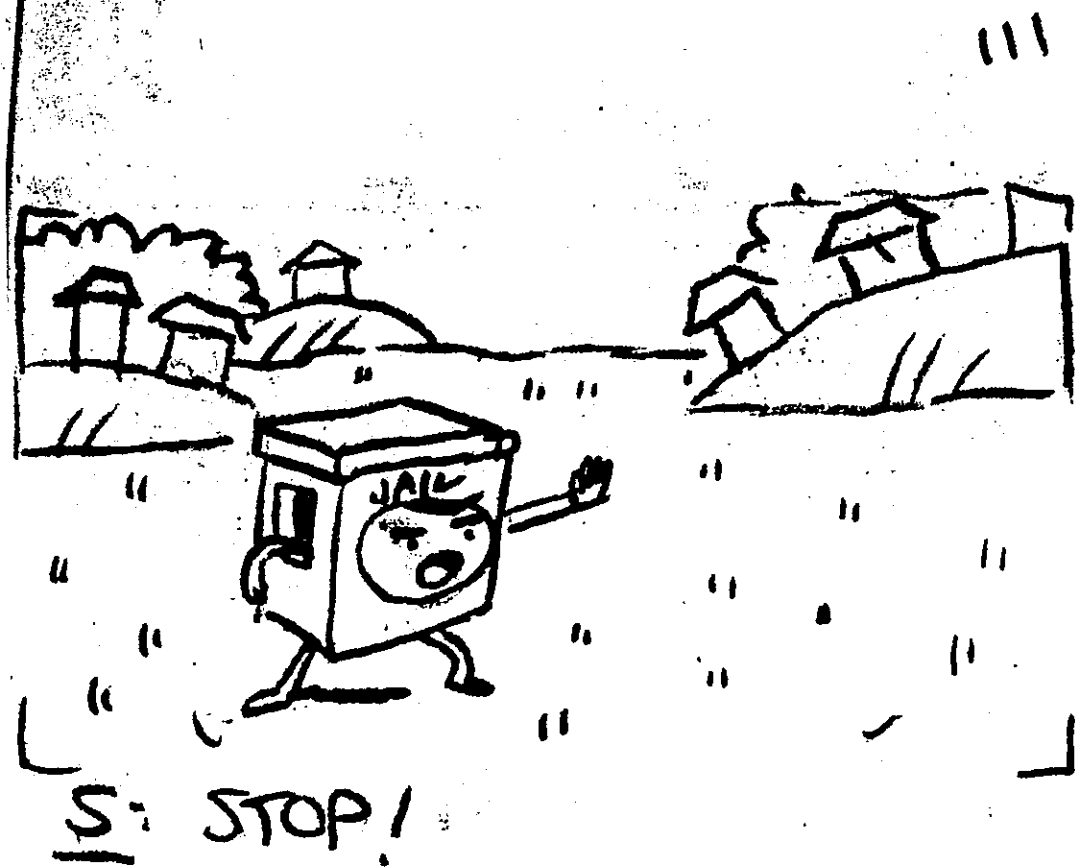
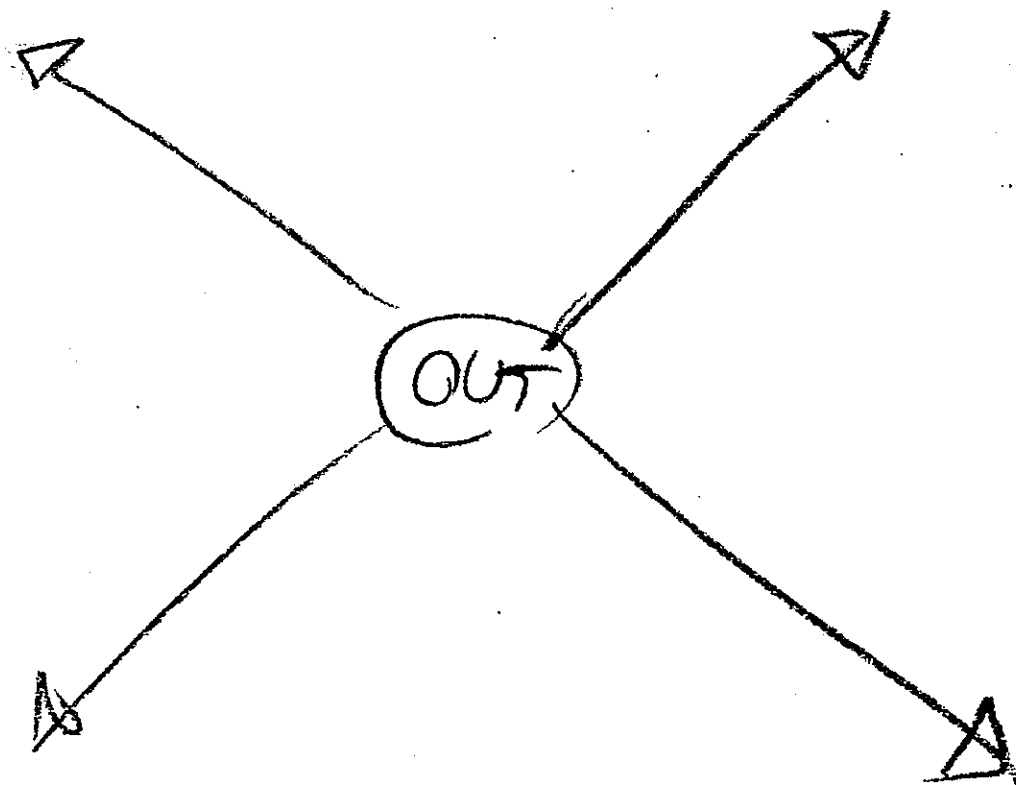
W:WOLF: [SNARL!]

Action:

Timing:

EPISODE #

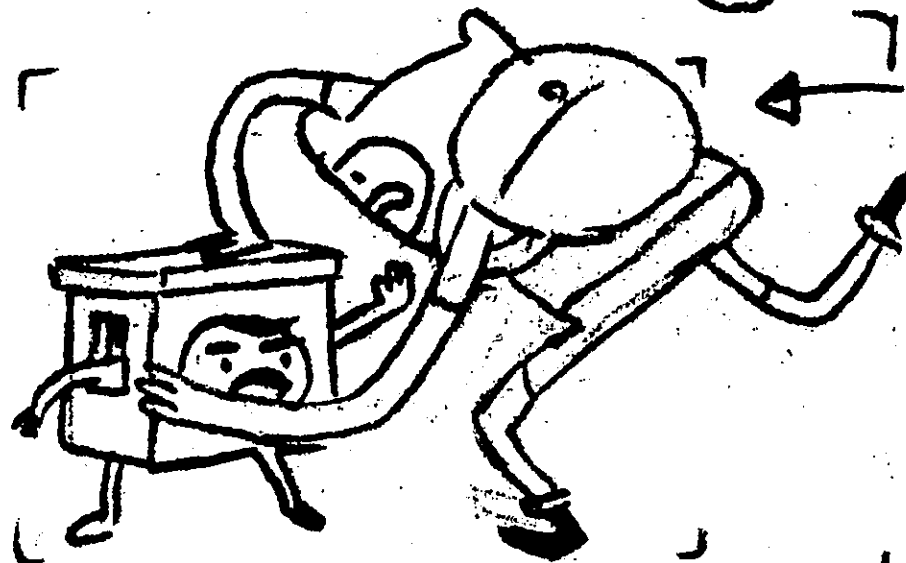
Production :



Action

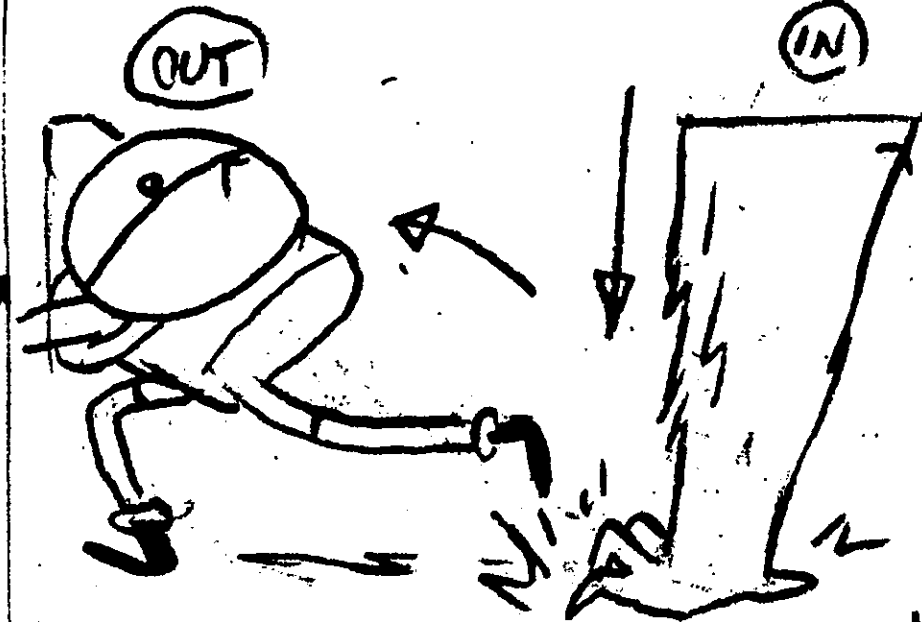
Things

S/A



S: IN THE NAME OF THE LAW!

OUT



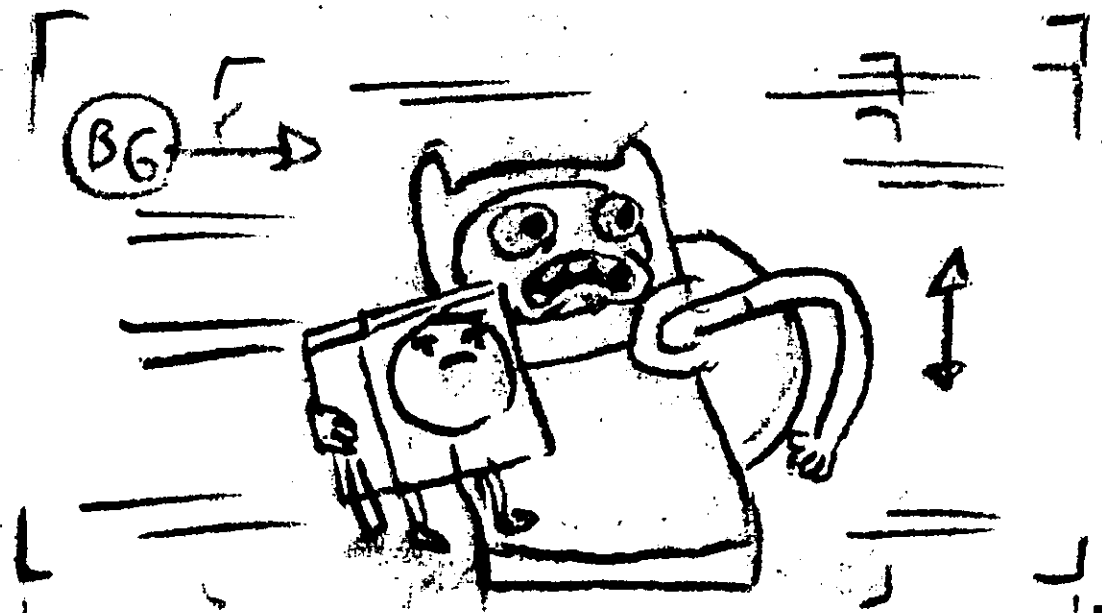
SEX: SLAM!

Action

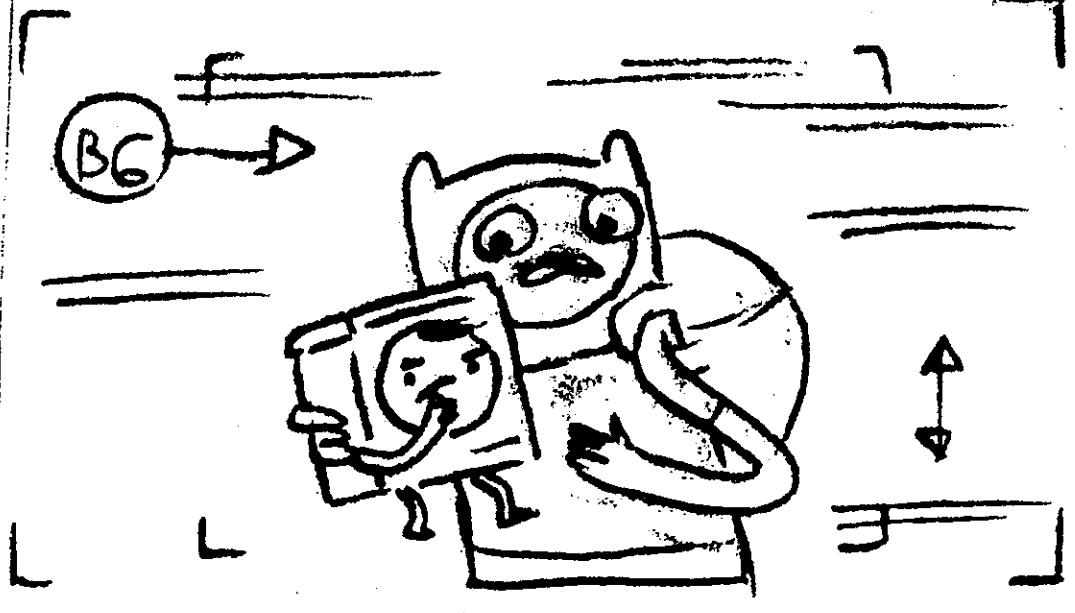
Timing

Storyboard

113



E: IS THERE SOMEWHERE I CAN TRAP THAT THING



S: HMM...

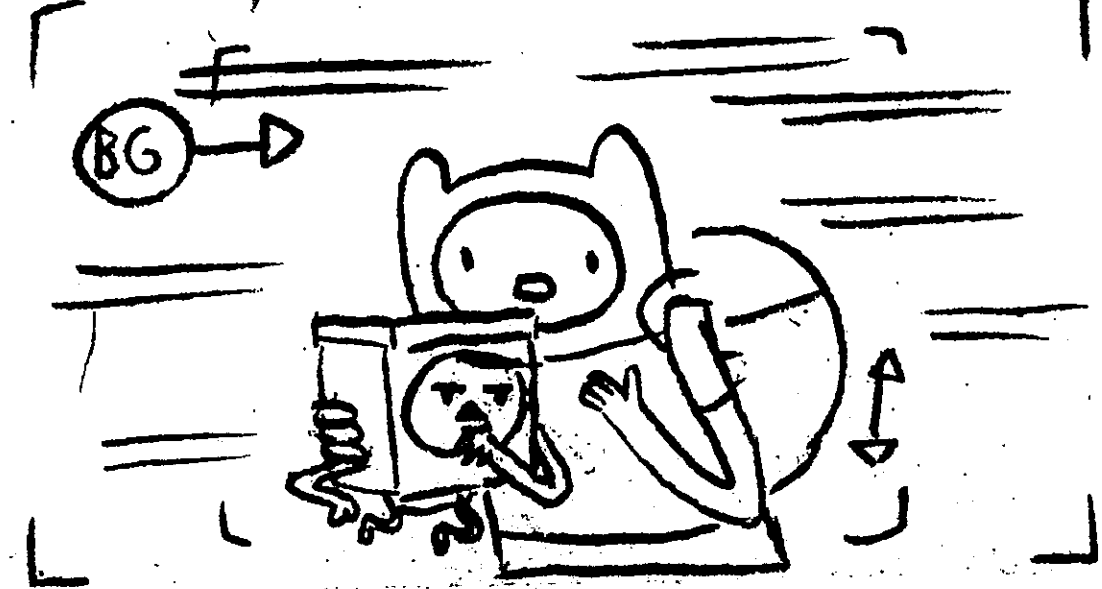
Action

Thytag

Storyboard



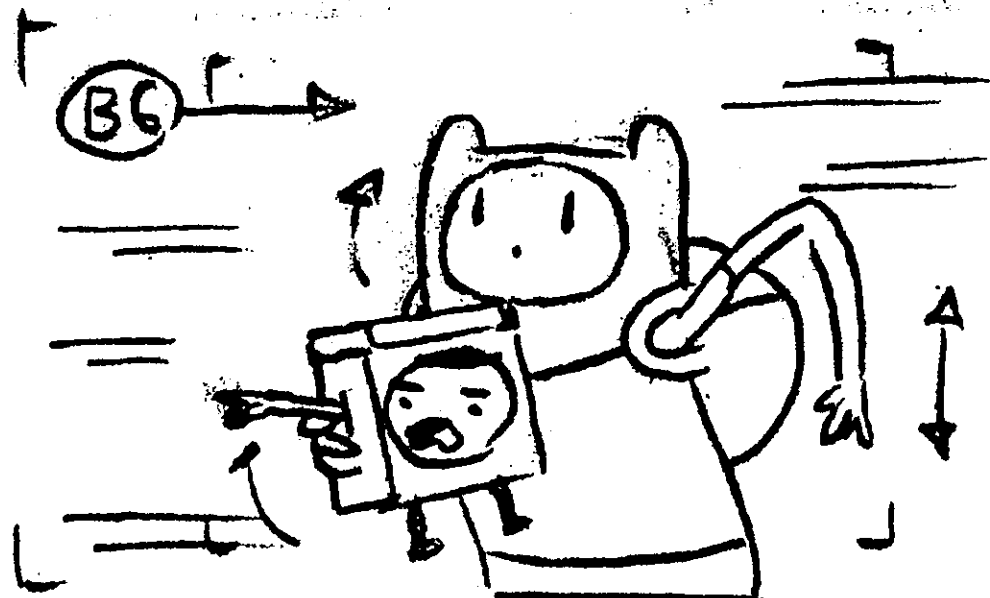
S: WELL WE HAD A ZOO...
... BUT HE MOVED BACK EAST



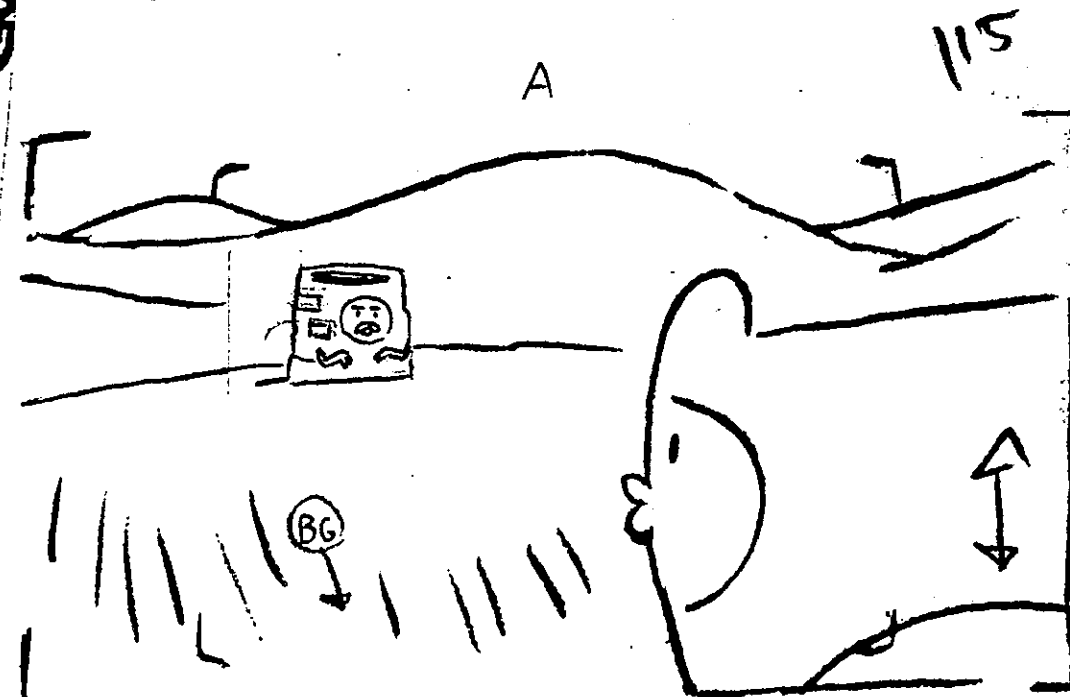
S: 'COURSE, THERE'S ALWAYS THE
OLD BOTTOMLESS WELL...

Action	
Timing	

Production



S: OVER YONDER...



WELL: I'M NOT OOOLD...

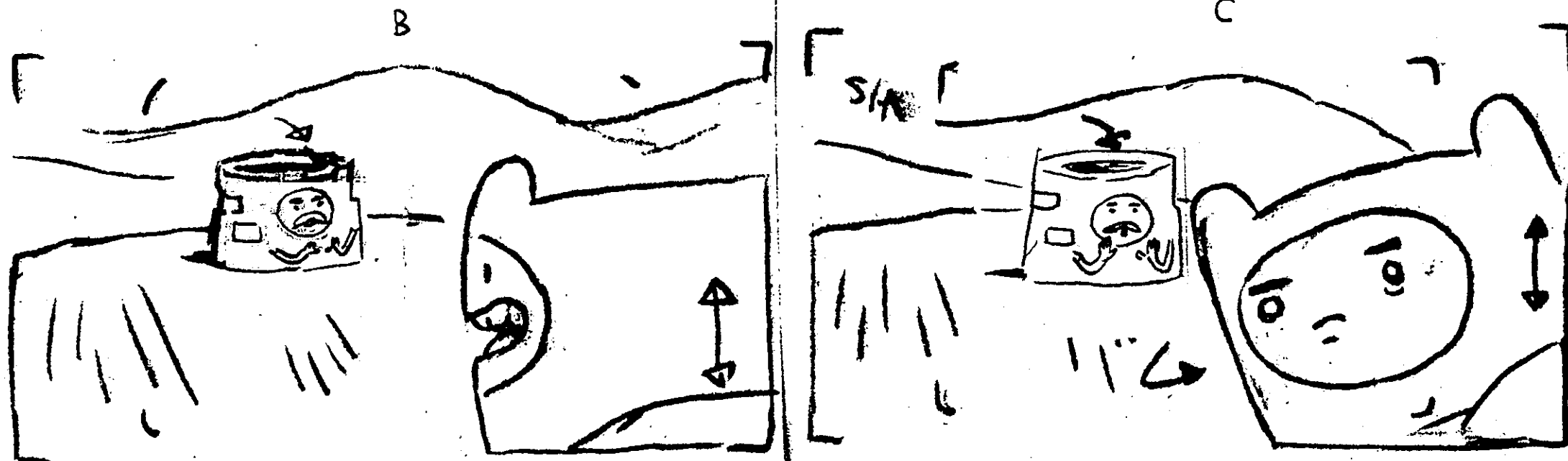
Action:

Timing:

Production

SLOW PUSH

116

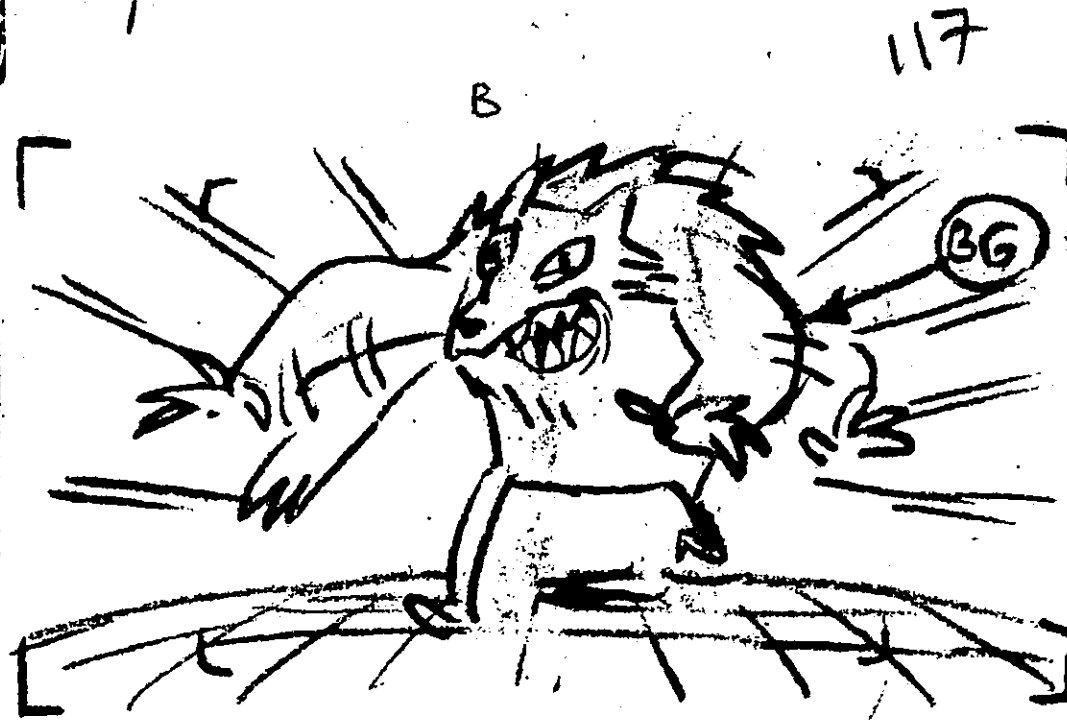
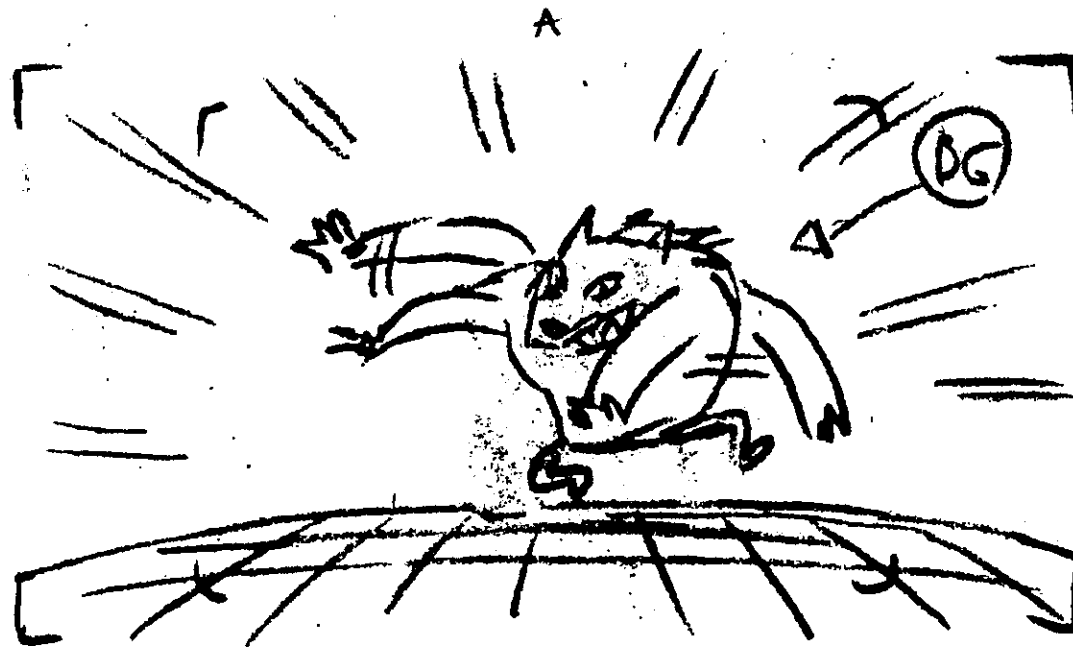


E: PERFECT!

Action

Findings

Things



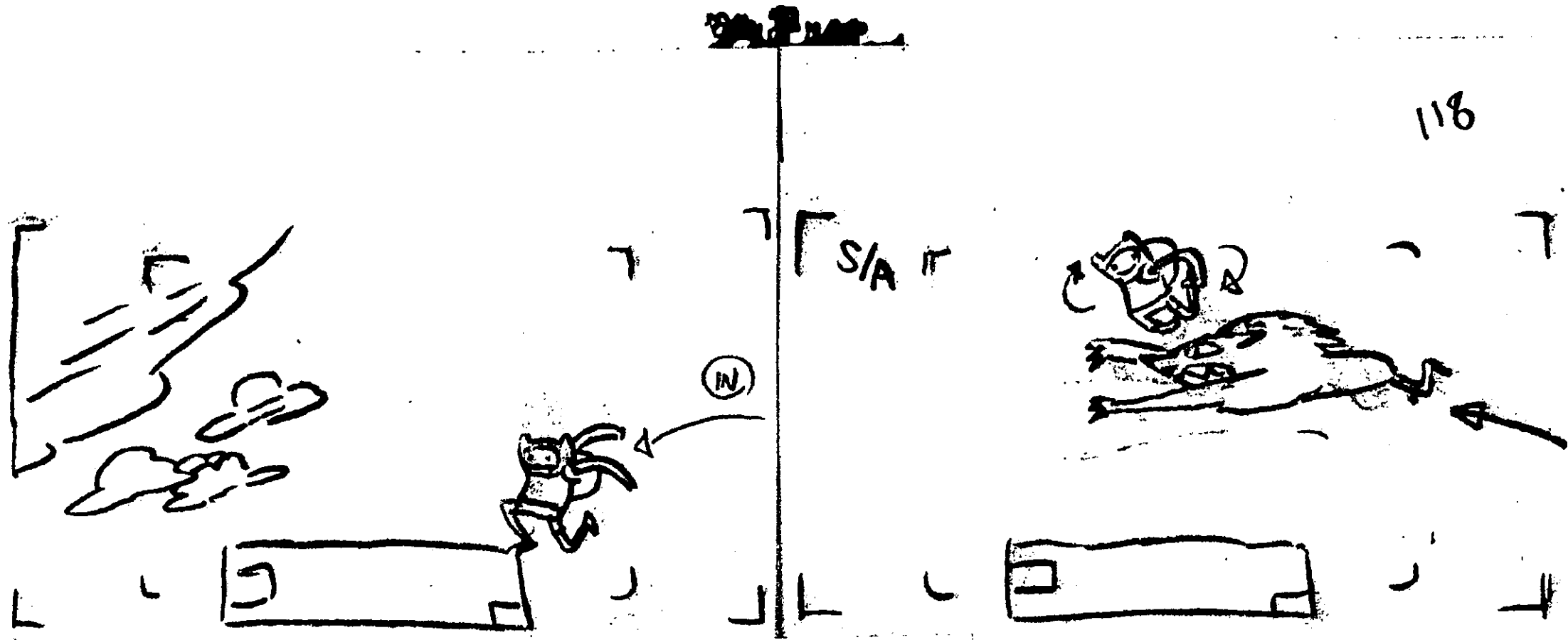
W.WOLF: (GROWLING)

Actions

Things

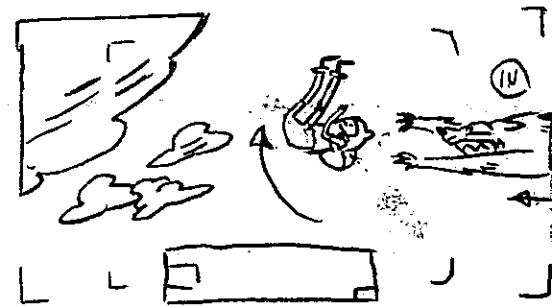
Production :

118



Action

Timing



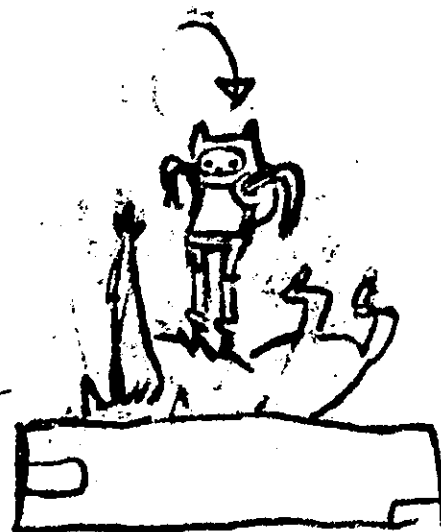
Production

Things

L E

119

S/A



S/A



SFX: FWAM!

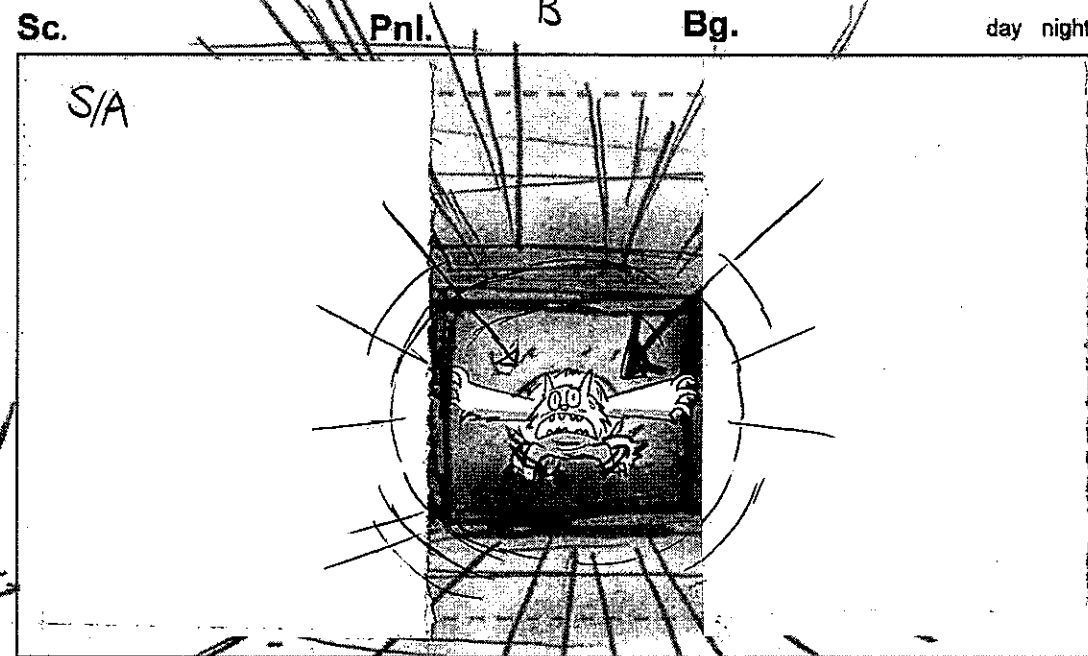
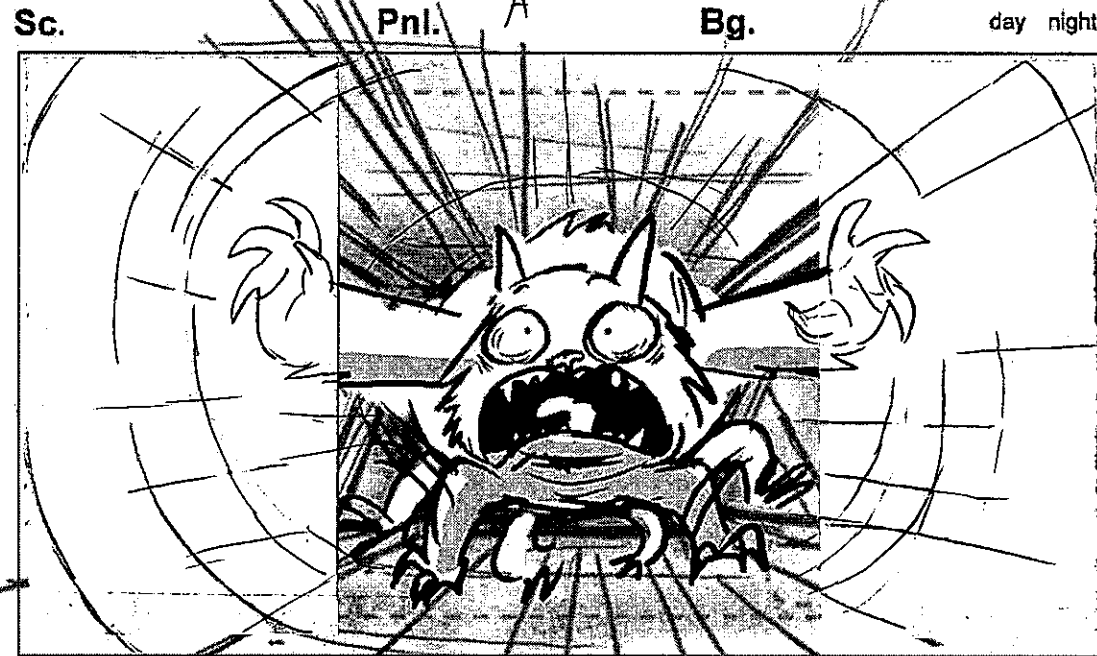
Actions

Things

ADVENTURE TIME



Page 120



Dialog:

W.WOLF : [SCREAM]

Action: WEREWOLF FALLS DOWN THE WELL FLAILING HIS LIMBS.

Timing:

EPISODE #

Production :

121

S/A



W. WOLF: [SCREAM DYING OUT]

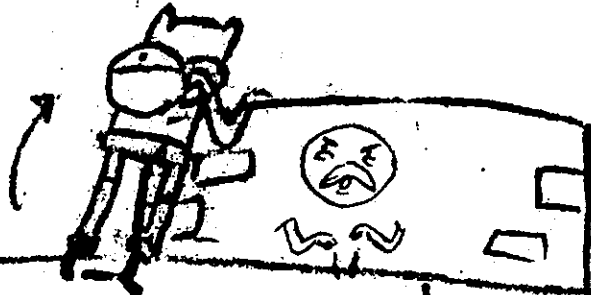


W. WOLF: (%>)O.W! SFX: THUD!

Action

Things

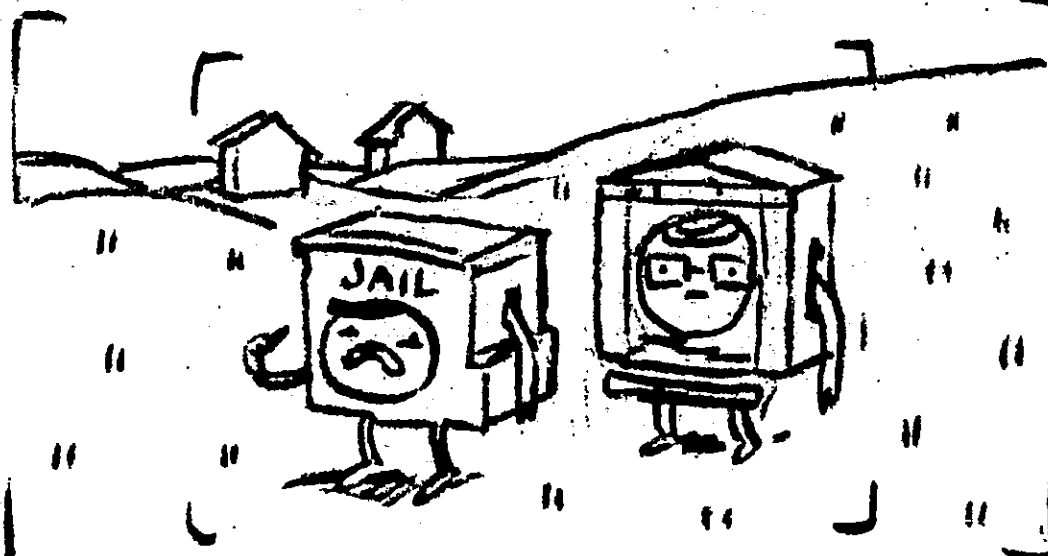
S/A



E: THIS WELL ISN'T BOTTOMLESS
AT ALL...

OR
BOTTOMLESS? THIS WELL IS
20 FT. DEEP, TOPS.

122



S: HEY, WE DON'T TELL YOU HOW
TO DO YOUR JOB ...

Production:

123



SEX: CHONK!

B: [SCREAM] AAGH!

Actions

Things

ADJ



S: SAVE THAT BANK, FINN...

S/A



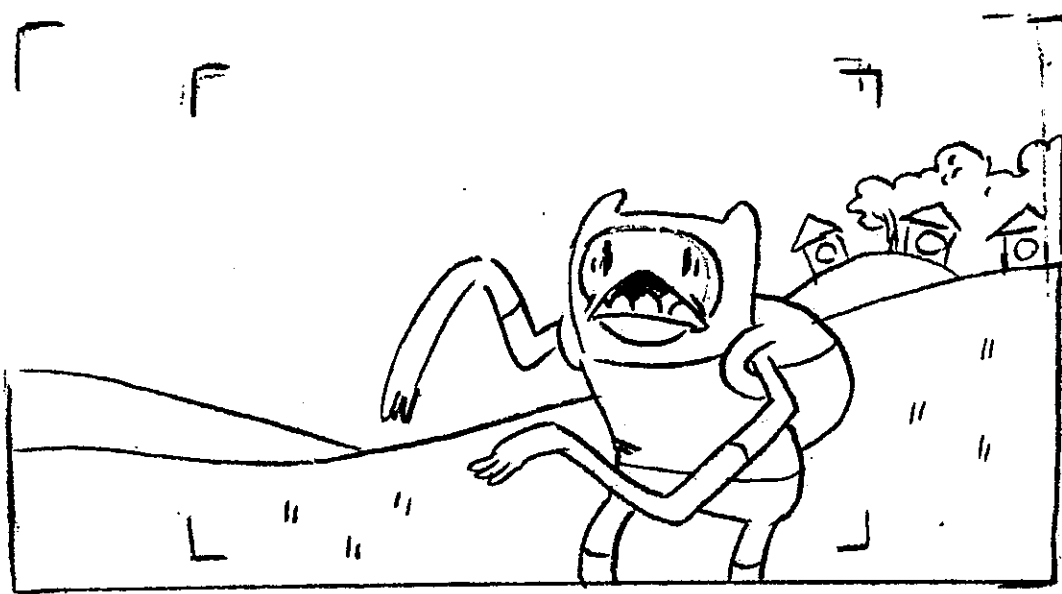
S: DO YOUR JOB!

124

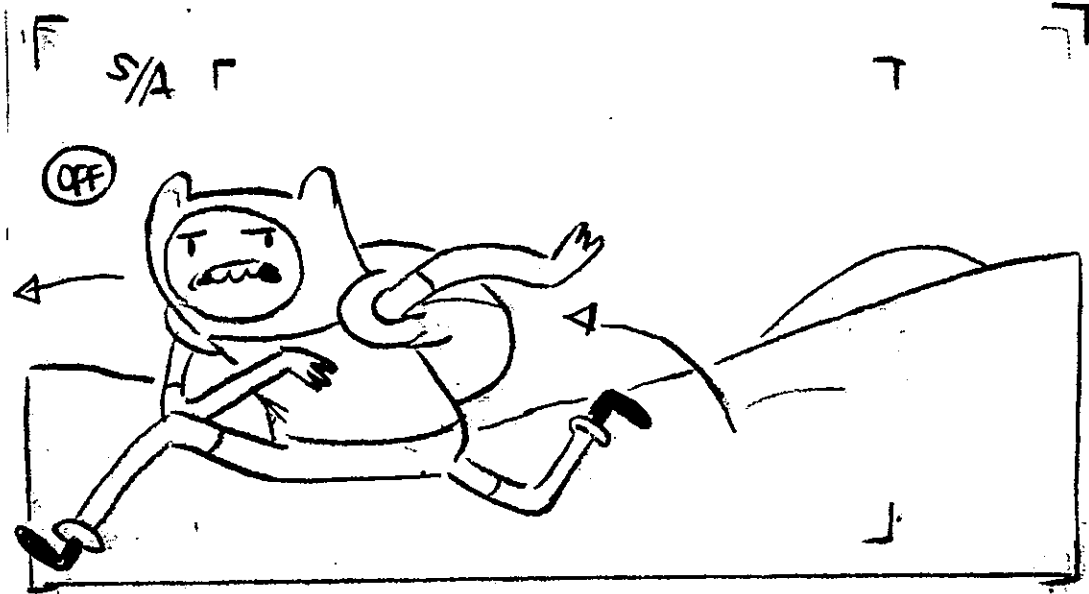
Action

Things

Production



E: ANOTHER WEREWOLF



E: WHAT'S UP WITH THIS TOWN?!

Action

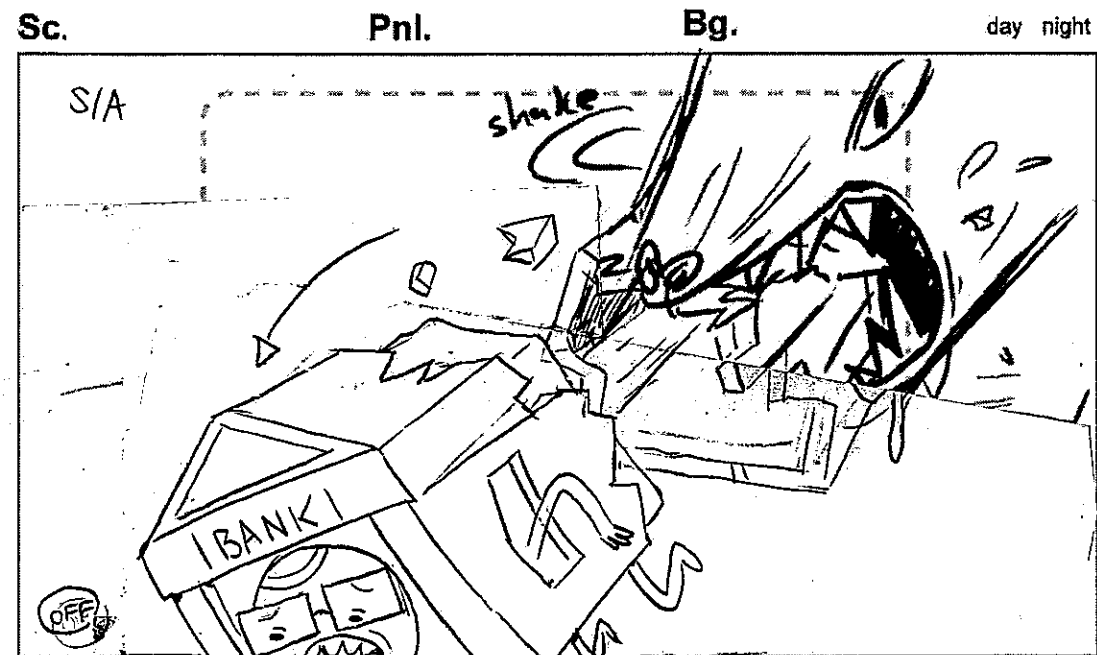
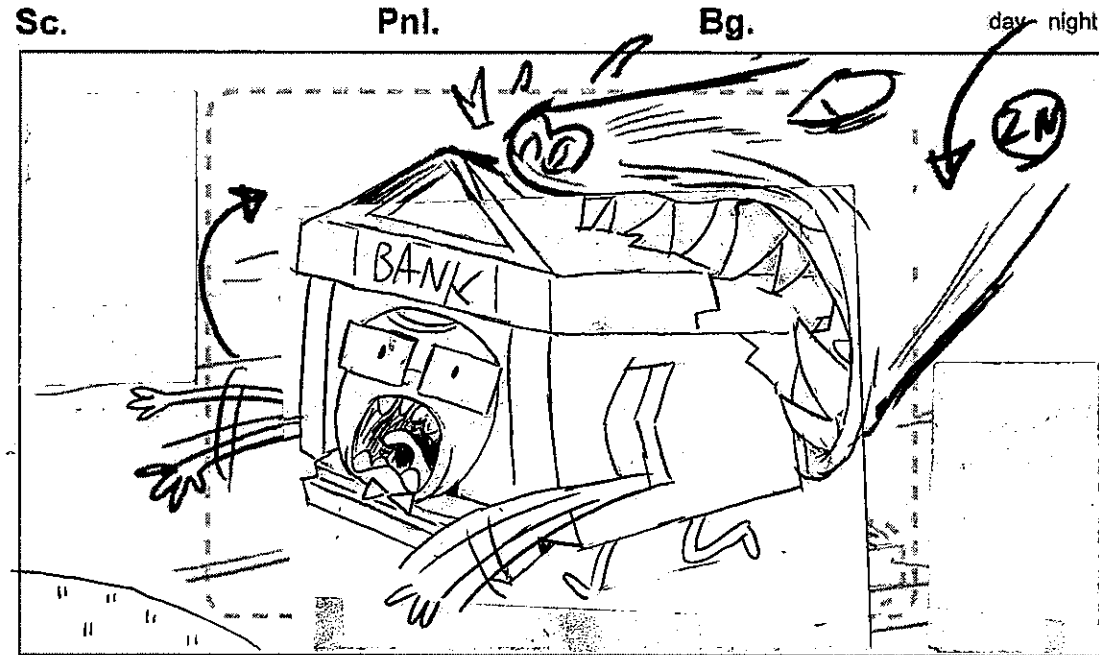
Findings

Production

ADVENTURE TIME



Page 126



Dialog:

B: (scream) ~~~~~

Action:

THE FRONT HAVE OF THE BANK'S SHELL, BREAKS OFF

Timing:

EPISODE #

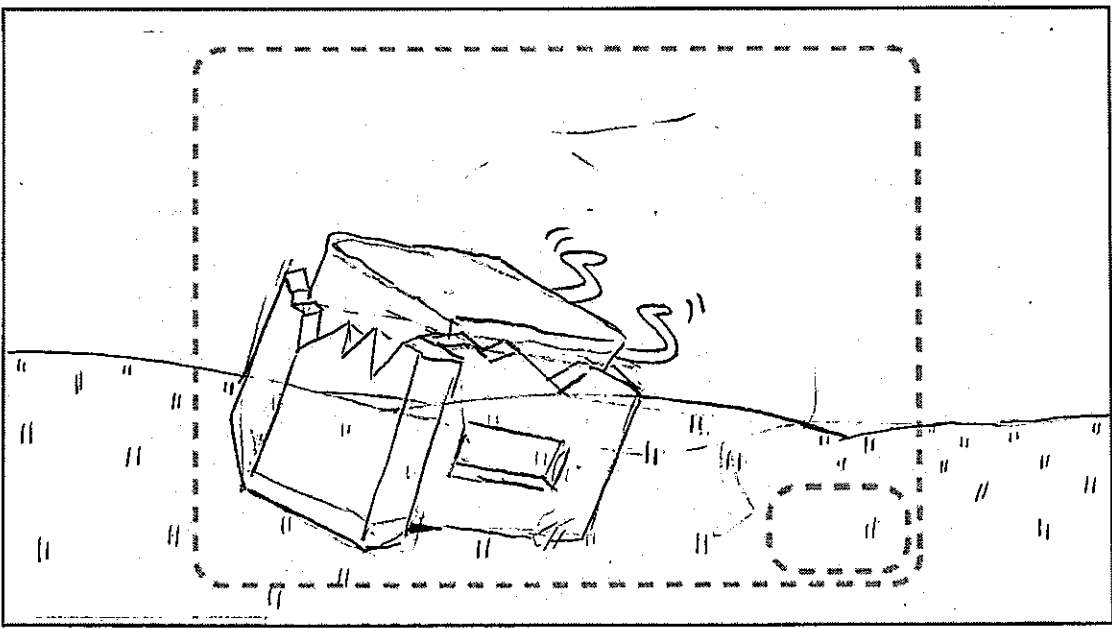
Production :

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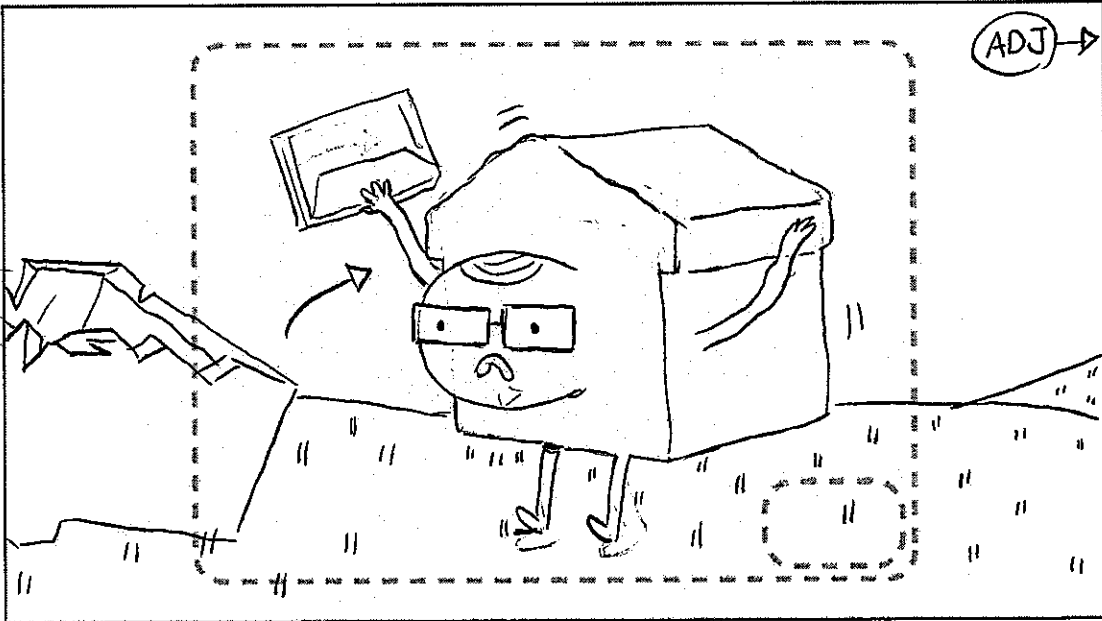
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: SCHOOK!

Action:

Timing:

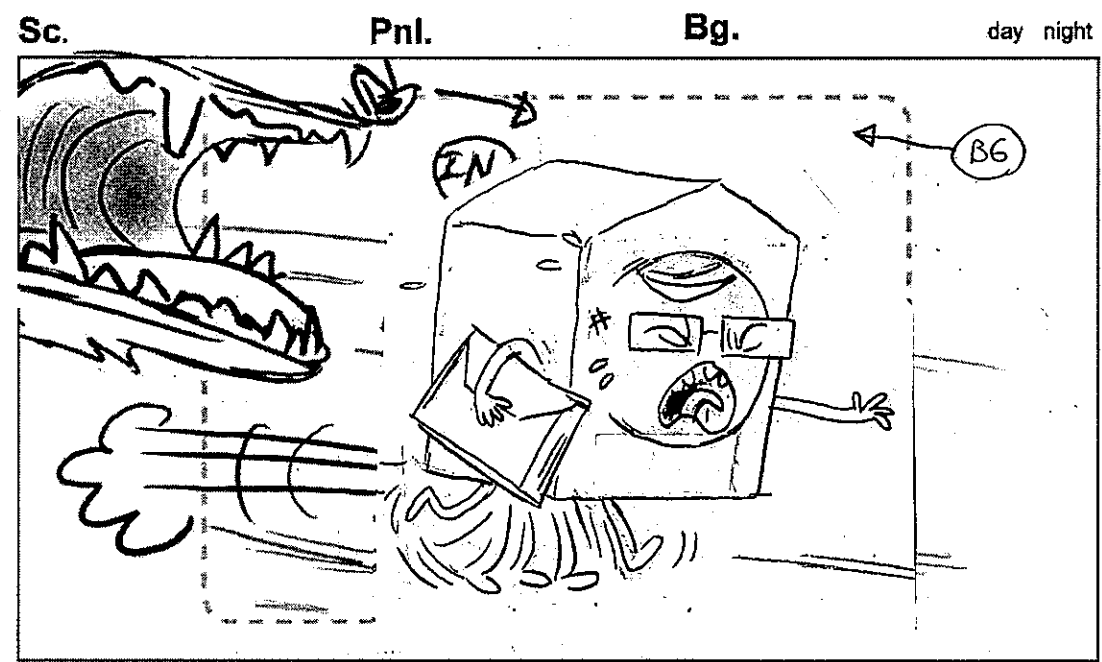
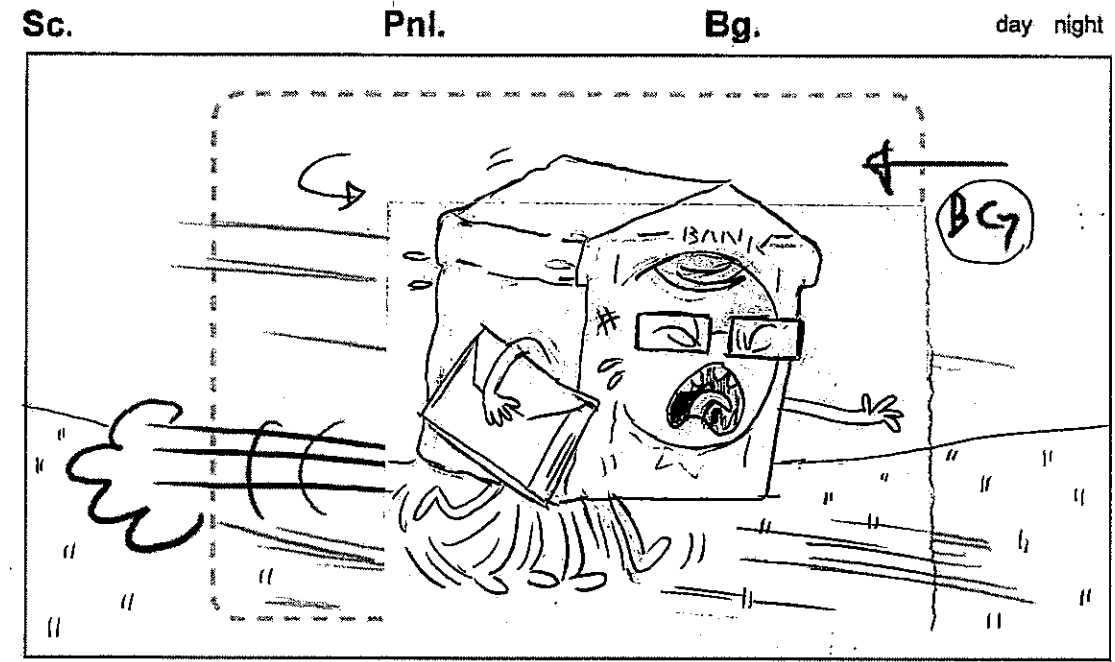
EPISODE #

Production :

ADVENTURE TIME



Page 128



Dialog:

B: WHY! WHY ME?

W.WOLF: [HEAVY BREATHING]

Action:

Timing:

EPISODE #

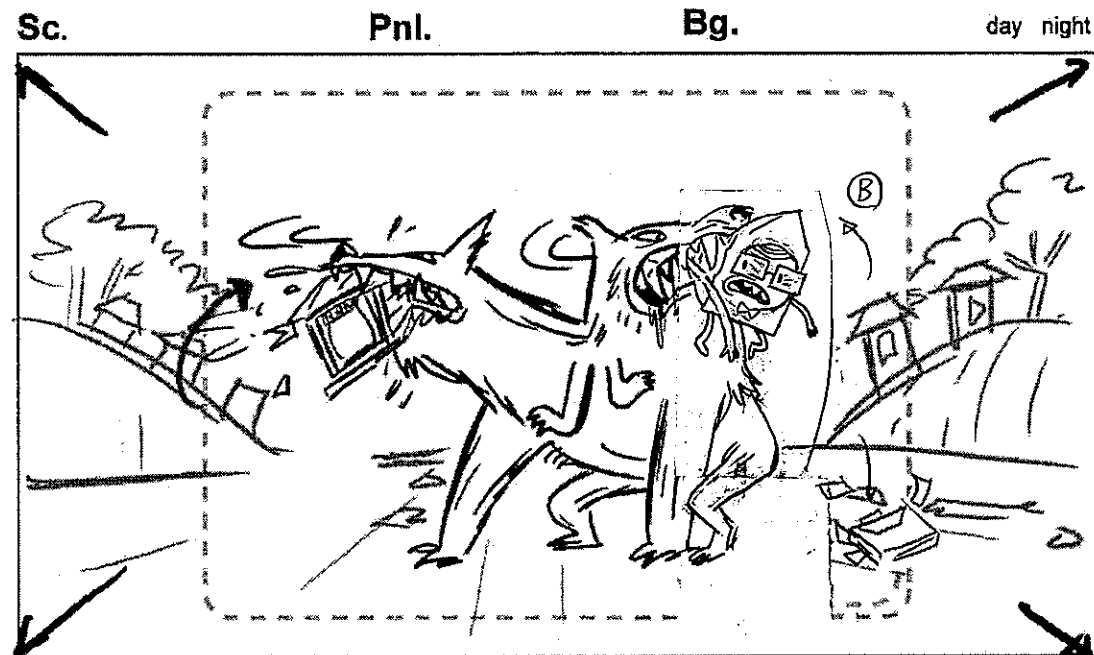
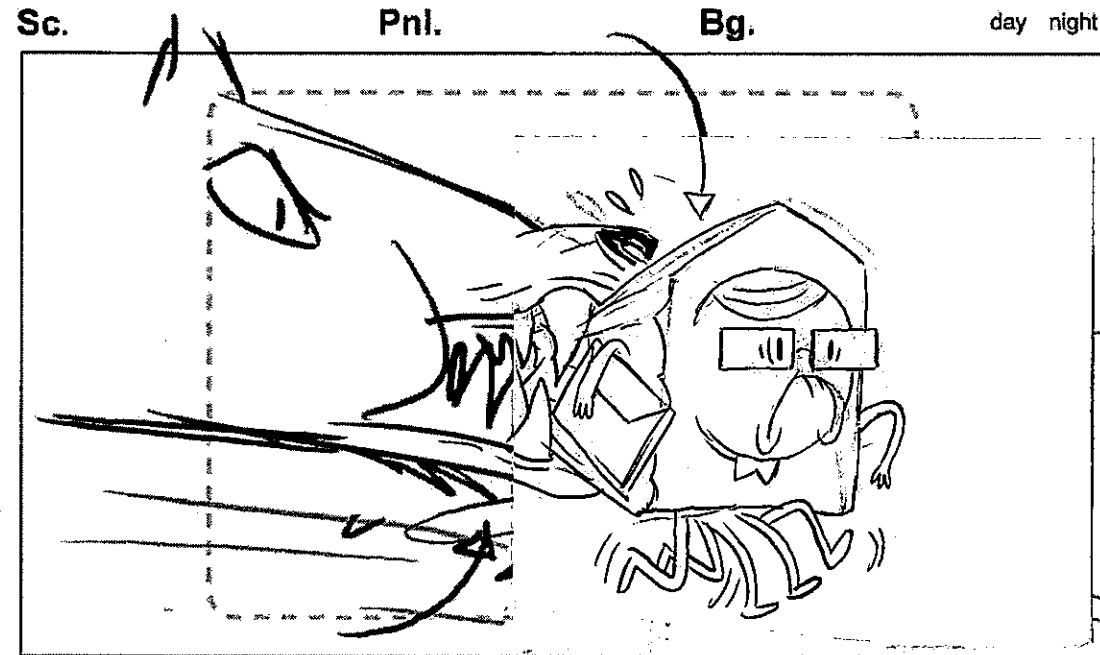
Production :

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ADVENTURE TIME



Page 129



Truck out w/ Action

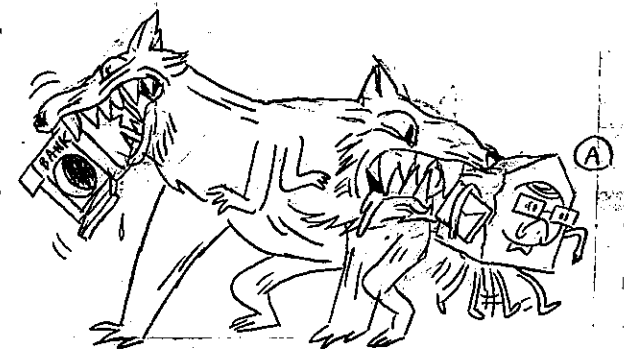
Dialog:

SFX: CHOMP!

Action:

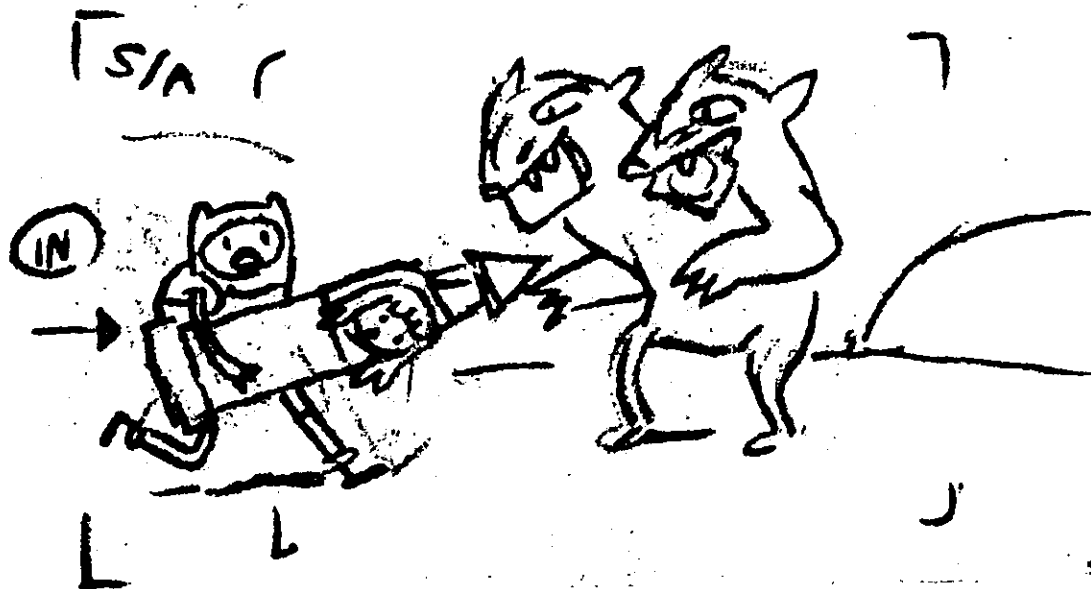
Timing:

B: IT'S BECAUSE OF ALL THAT MONEY
WE STOLE, ISN'T IT.



EPISODE #

Production :



WWOLF: [SHARP EXHALE]

SFX: DONG!! E

SFX: BELL RINGING

Action

Timing

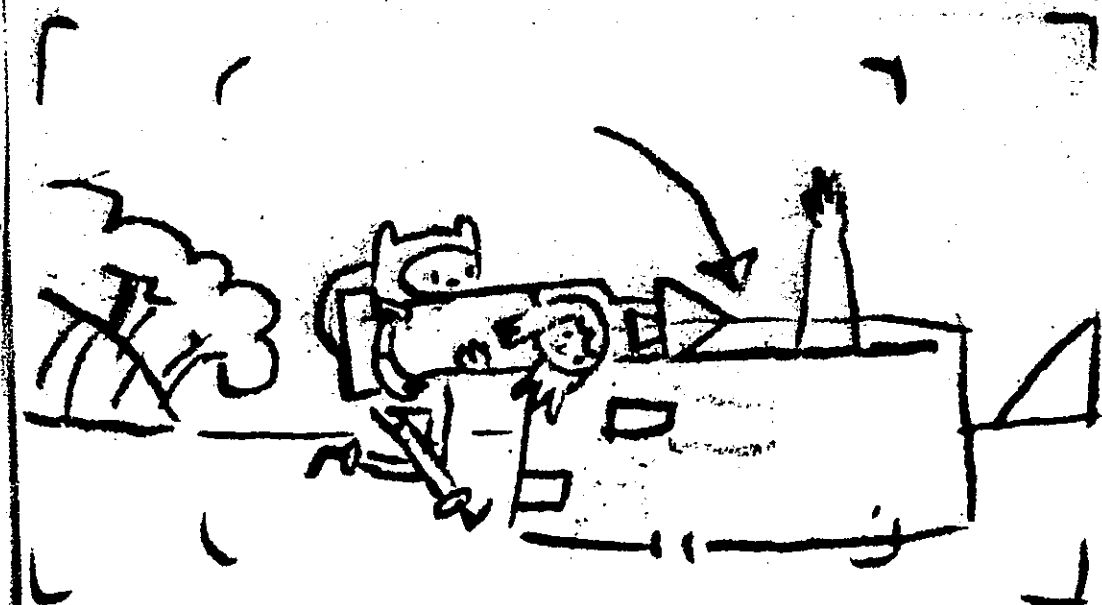
Production

522 P. 100

PAN W/ ACTION



131



W. WOLF: [HOWL]

Action

Timing

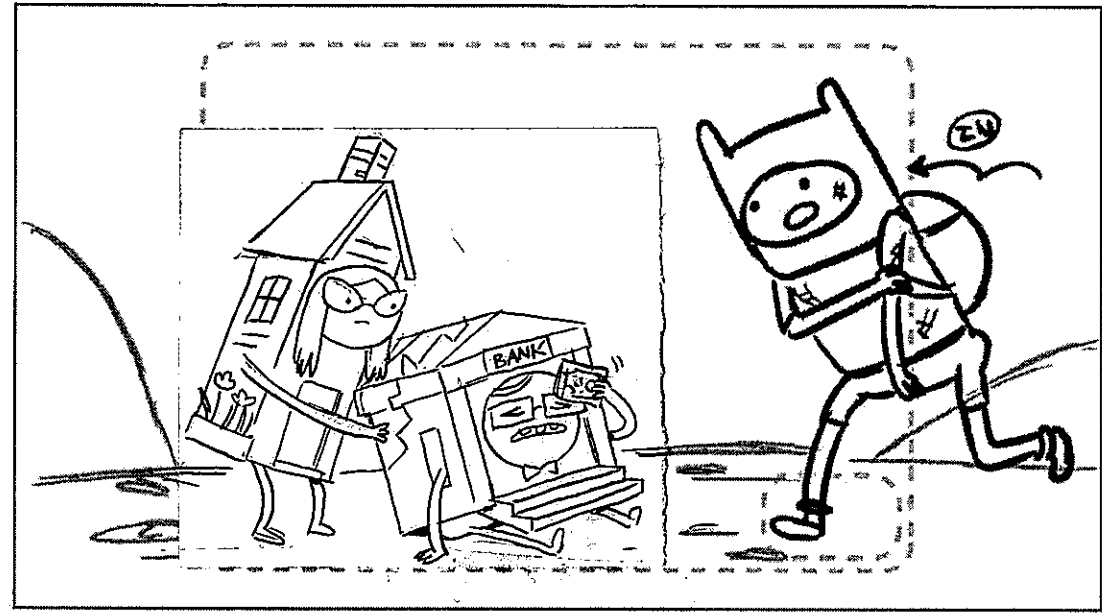
Production

ADVENTURE TIME

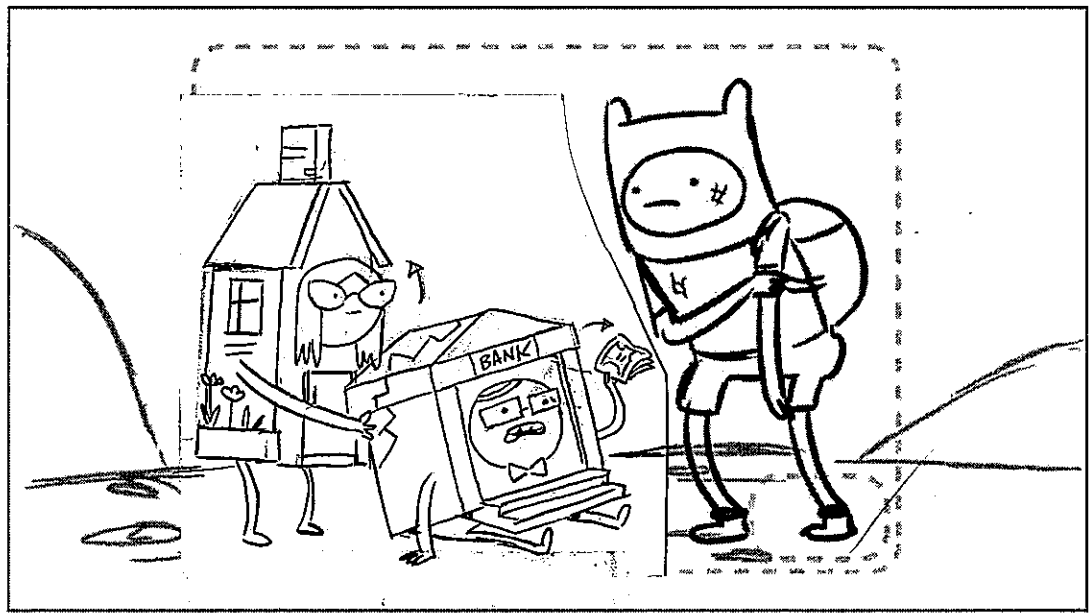


Page 132

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

F: Mr. Bank. Are you alright?

BANK: IT'S FINE, IT'S FINE... ALL MY ASSETS ARE FULLY INSURED.

Action:

Timing:

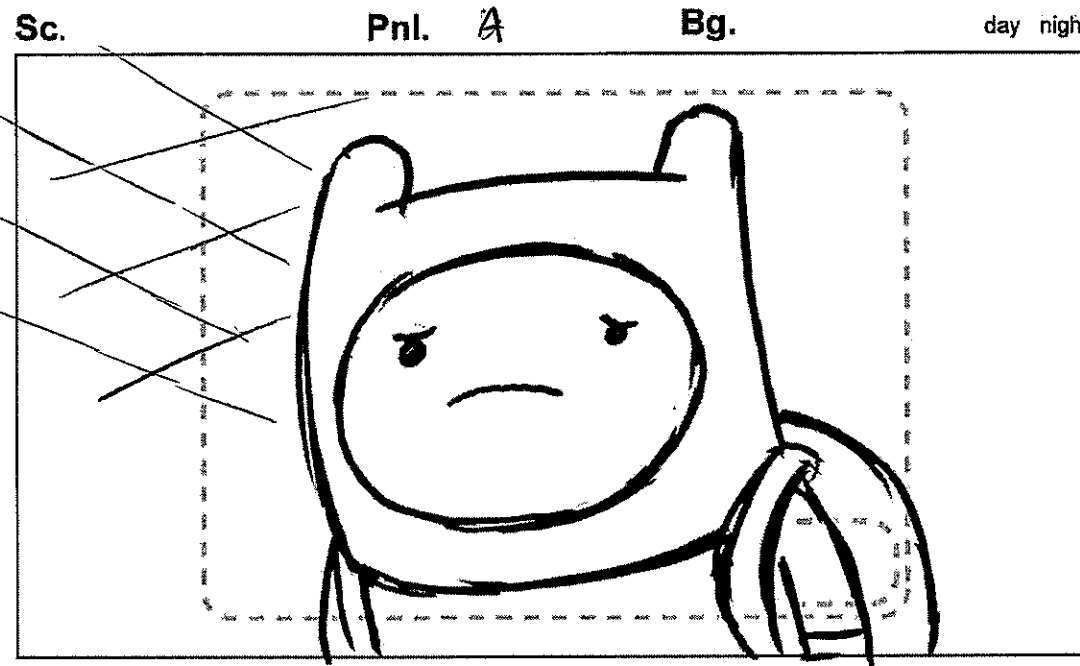
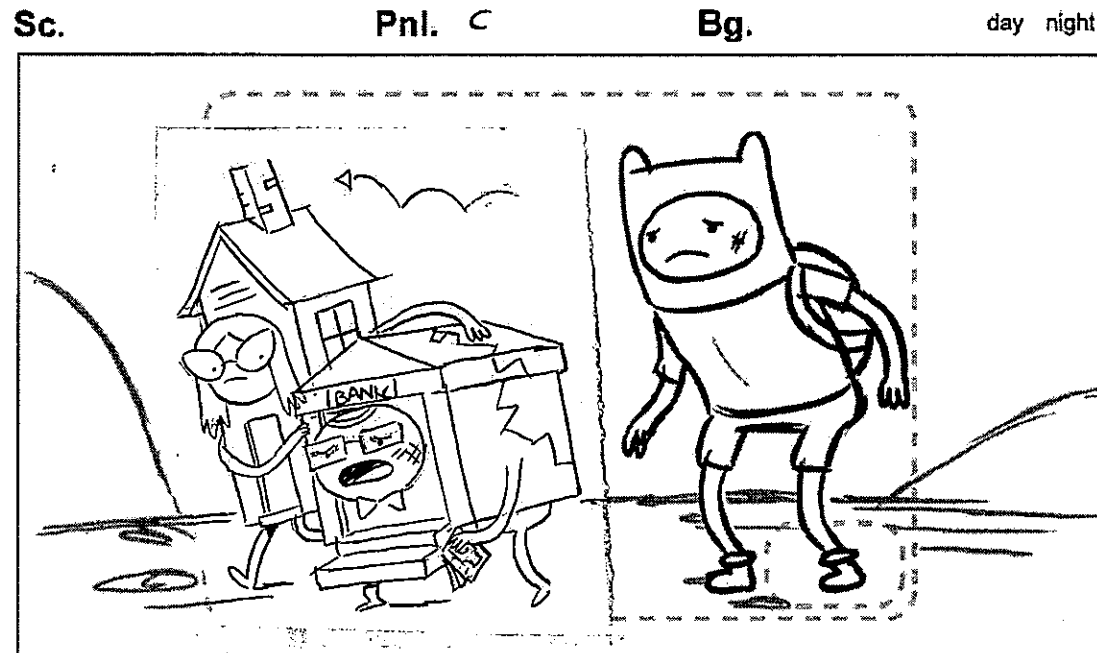
EPISODE #

Production :

ADVENTURE TIME



Page 133



Dialog:

B: PARDON. I HAVE TO GO
SPACKLE MY CRACKS...

F:

Action:

Timing:

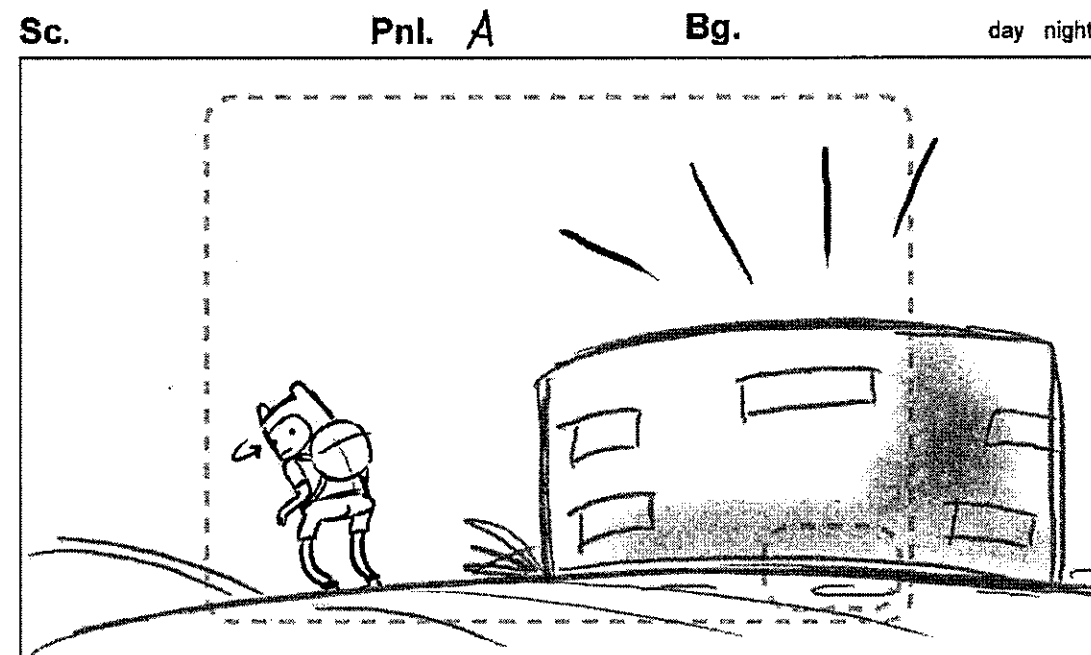
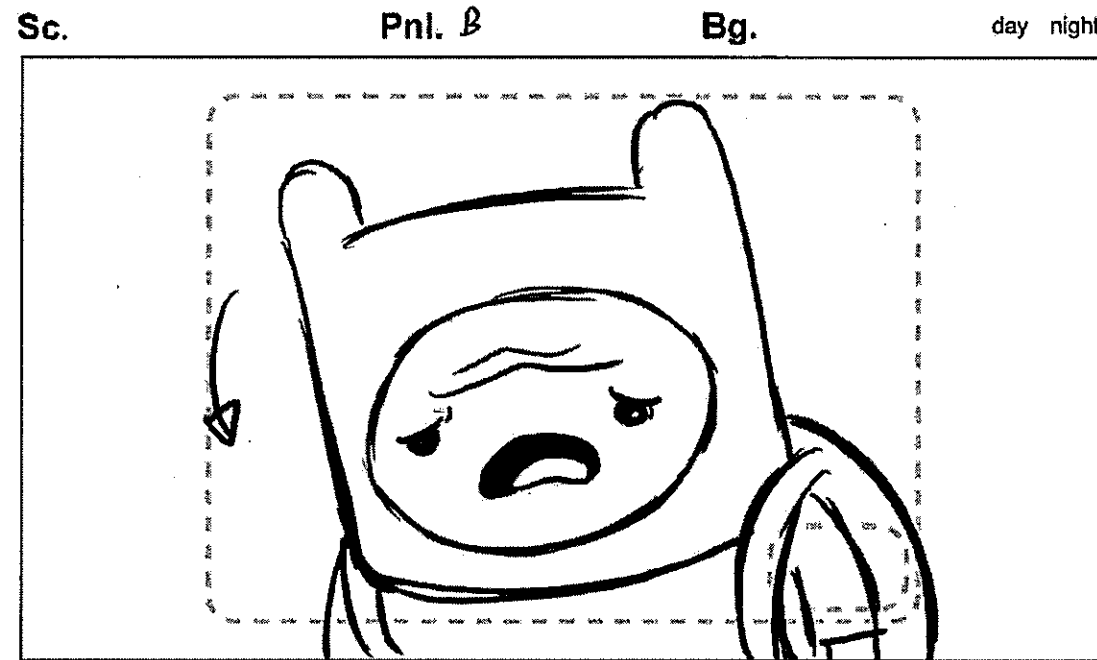
EPISODE #

Production :

ADVENTURE TIME



Page 134



Dialog:

F) WHY IS THIS TOWN JUST GETTIN' WORSE AND WORSE ...

WEREWOLVES : (SCOFFING) HA-HA-HA
YES ... WHY, INDEED. HEH HEH

Action:

Timing:

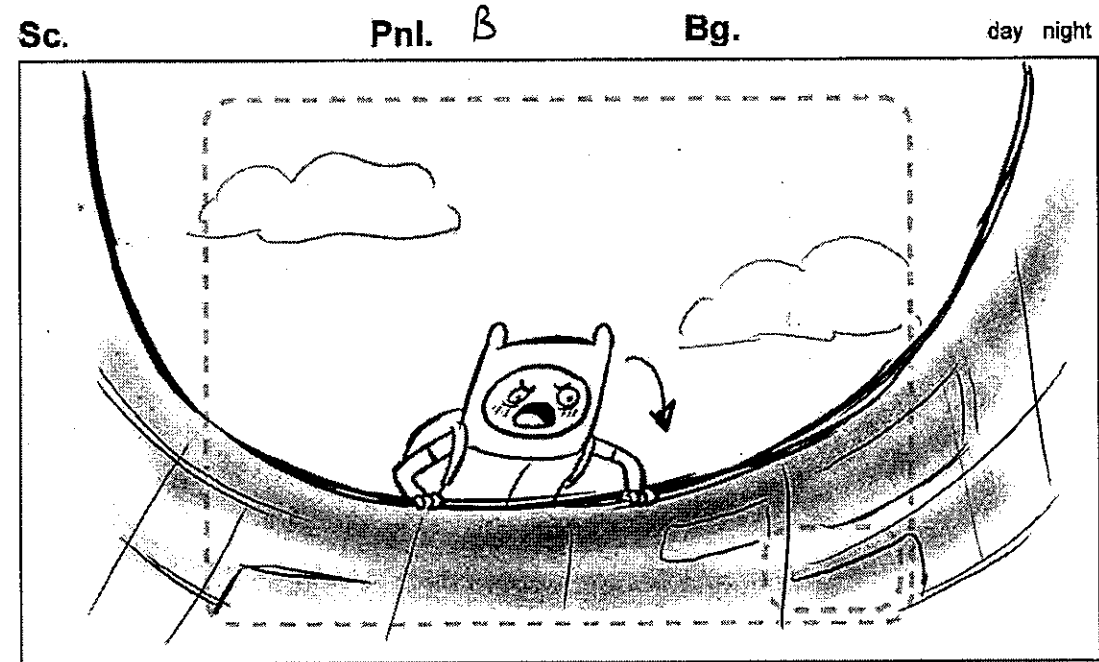
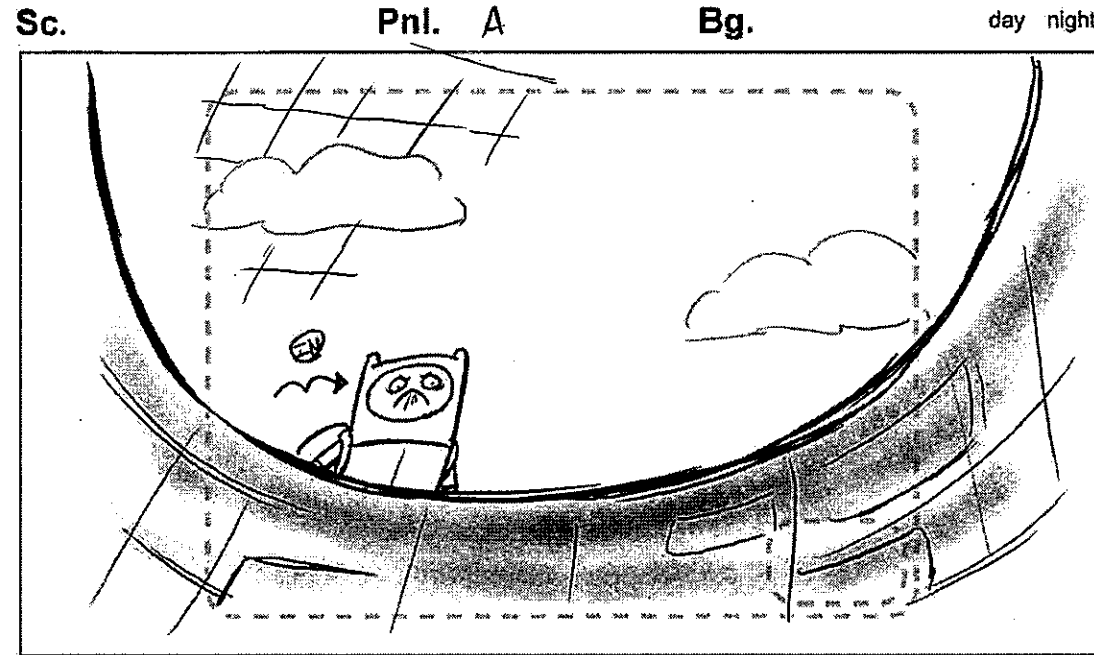
EPISODE #

Production :

ADVENTURE TIME



Page 135



Dialog:

F: WHAT DO YOU KNOW.

Action:

Timing:

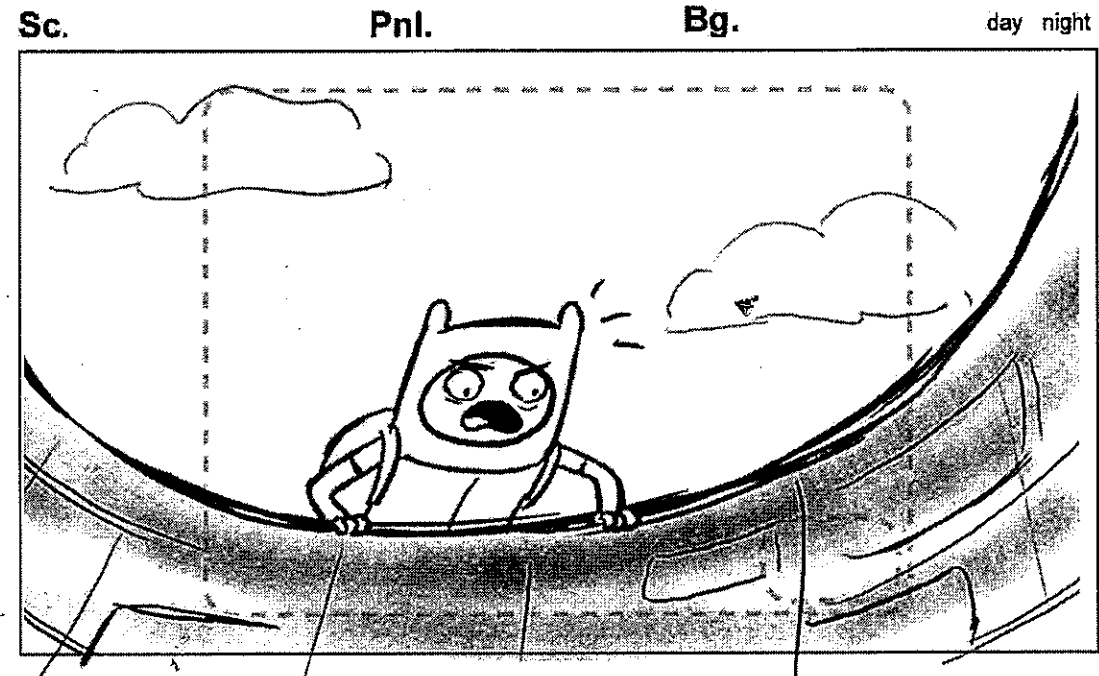
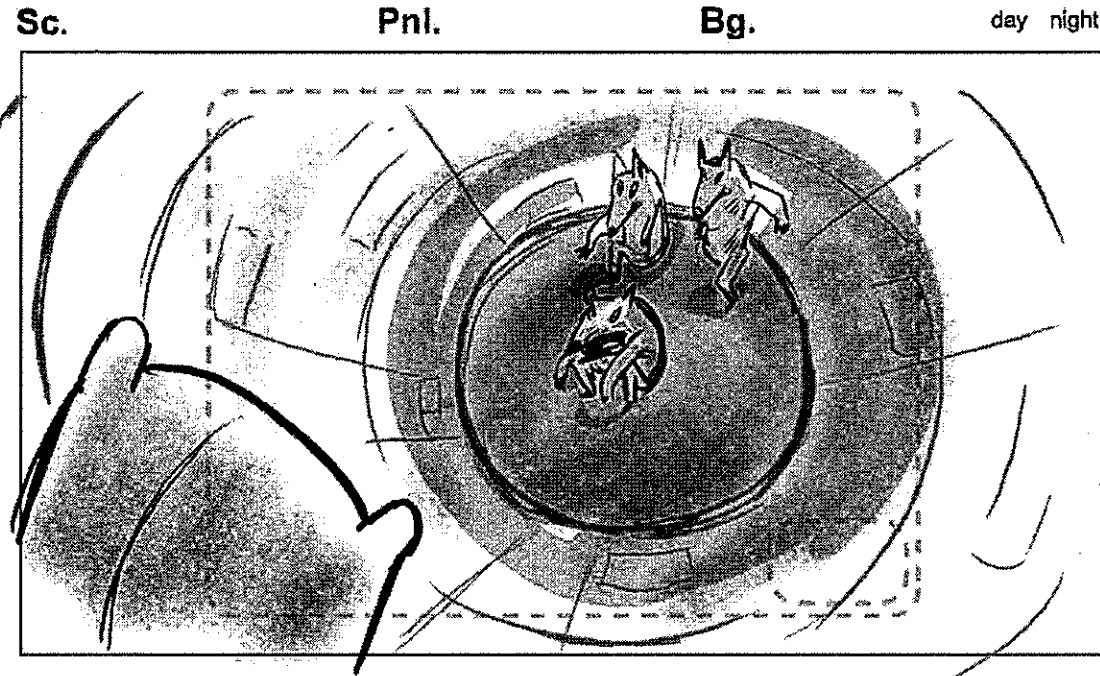
EPISODE #

Production :

ADVENTURE TIME



Page 136



Dialog:

ANTHONY
THE WEREWOLF: FOR STARTERS? THAT THIS VILLAGE WILL BE DESTROYED. TONIGHT.

F: WHAT DO YOU WEREWOLVES GOT PLANNED?!

Action:

Timing:

EPISODE #

Production :



A: OH WE'RE NOT 'WHERE' ...
WOLVES



A: RRGHH

Action

Things



A: (STRAINING) GRRRR



SFX: SHRP!

Action

Timing

Production :



A: RRRGH

A: RAAHHH!!!

Action

Things

Production



SFX: SHR/IIIP!!

A: WE'RE 'WHY'-WOLVES

Actions

Dialog

~~SECRET~~

141

S/A



A: CREATURES POSSESSED BY THE
SPIRIT... OF INQUIRY ... AND
BLOOD LUST.

S/A



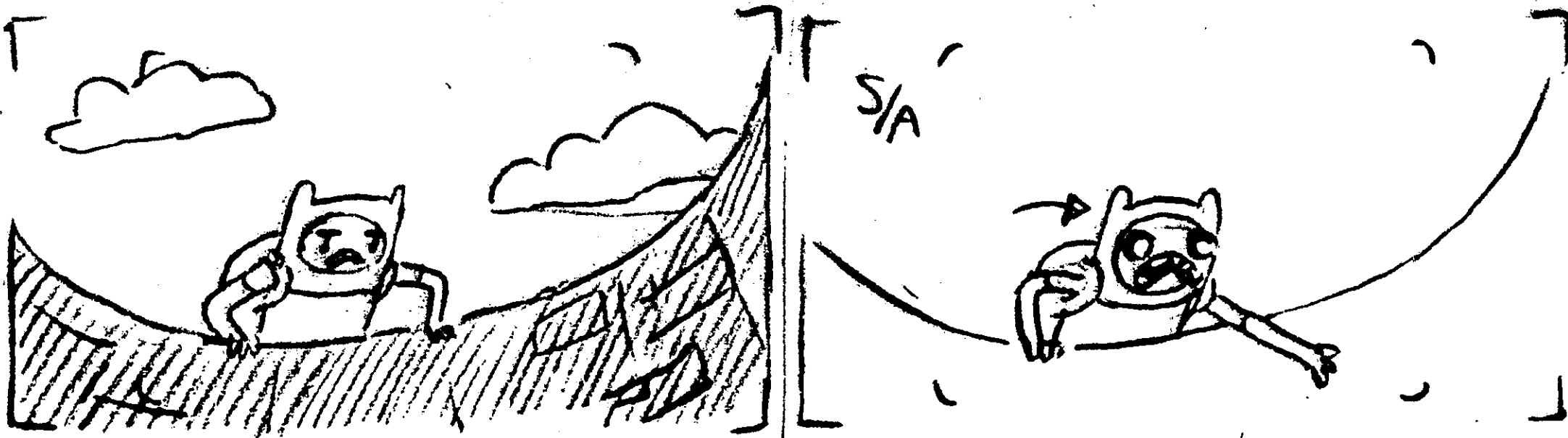
(IN)

SFX: BUBBLES

Twins

~~SECRET~~

192



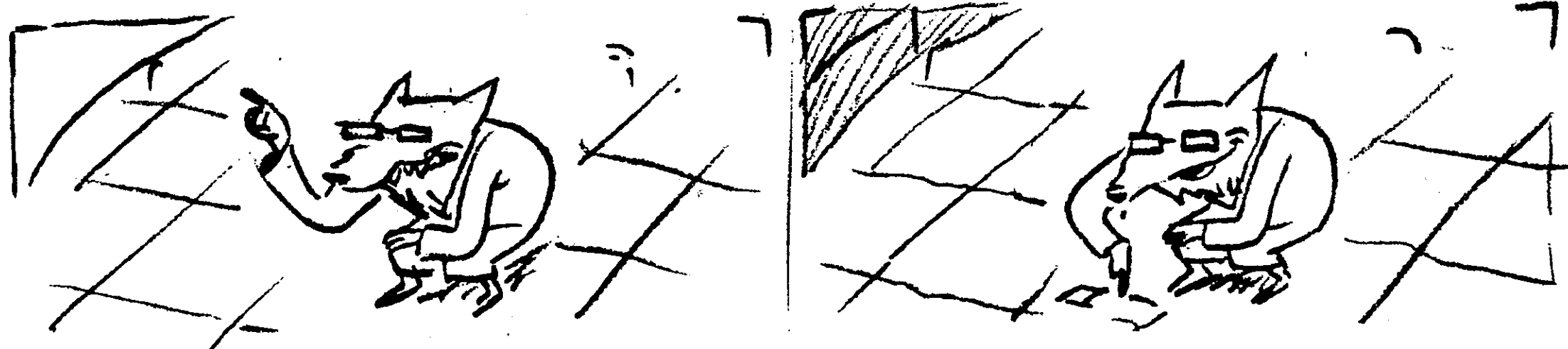
E: UHH.

E: WHY WOLVES?/WHAT!

Action
Timing

Production

143

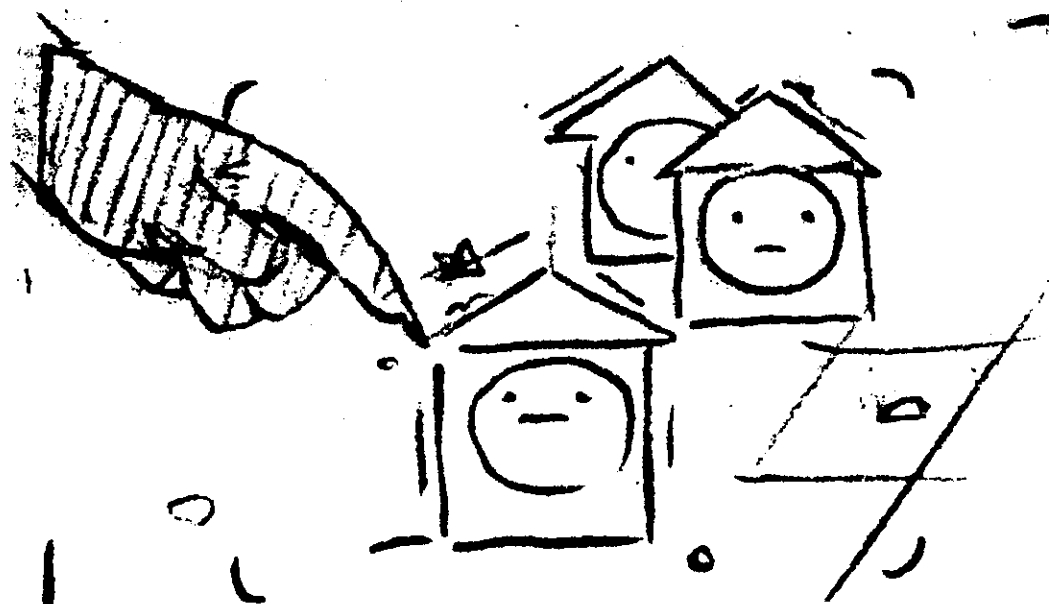


A: PLEASE SAVE YOUR QUESTIONS
UNTIL THE END OF THE LECTURE: A: "OUR ECOSYSTEM"
SFX: SKRITCH, SKRITCH!

Action

Timing

Production



SFX: SKRITCH!

(OUT)



199

S/A

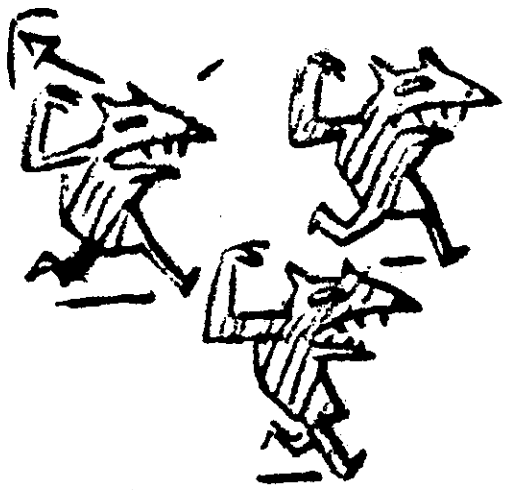
A: (C/S) AT THE BOTTOM LEVEL
— ARE THE HOUSE PEOPLE

Action:

Timing:

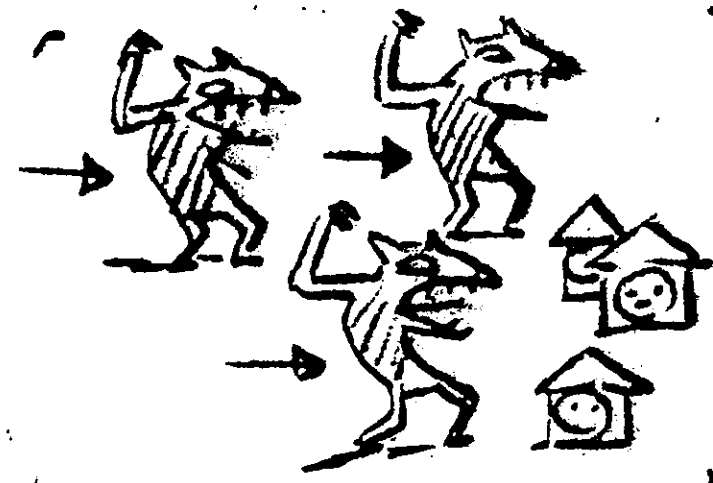
Production

(2)



A: (0/5) GIVEN THE OPPORTUNITY
WE WHY WOLVES

F



A: WOULD EASILY WIPE THEM
OUT.

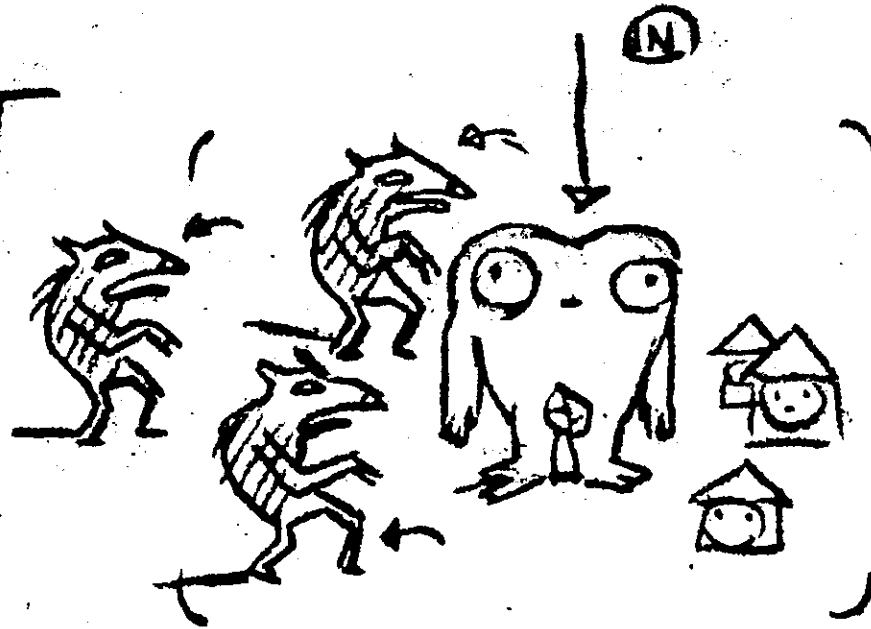
Notes

Things

DRAW IT IN

R

146



A¹⁰ HOWEVER ...
SEX KOOM

S/A



A (95) DONNY'S PRESENCE
IS A NATURAL DETERRENT

Actions

Things

Production:

A



A: (O/S) WHY? - HIS JERKINGSS
IS SO POWERFUL...

B



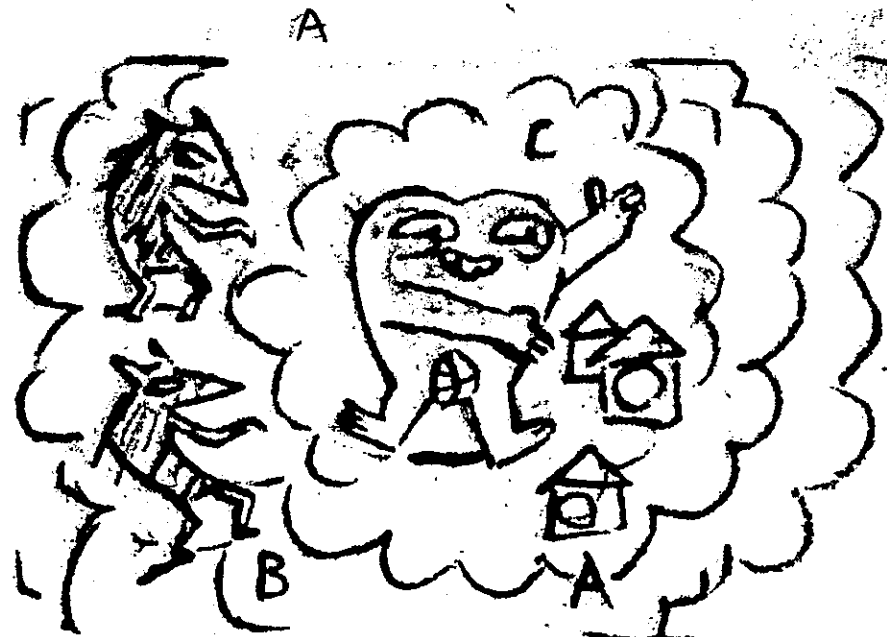
A: (O/S) THAT IT PRODUCES
THE PUNGENT GAS...
'OBNOXYGEN'

Notes

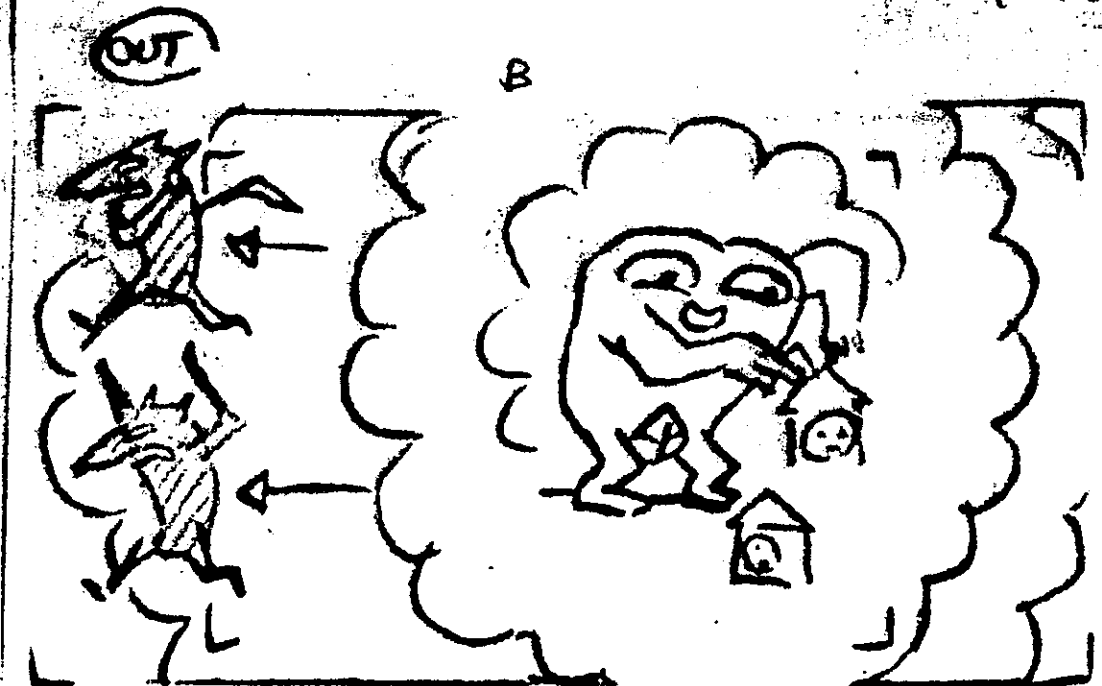
Things

24-10-1

148



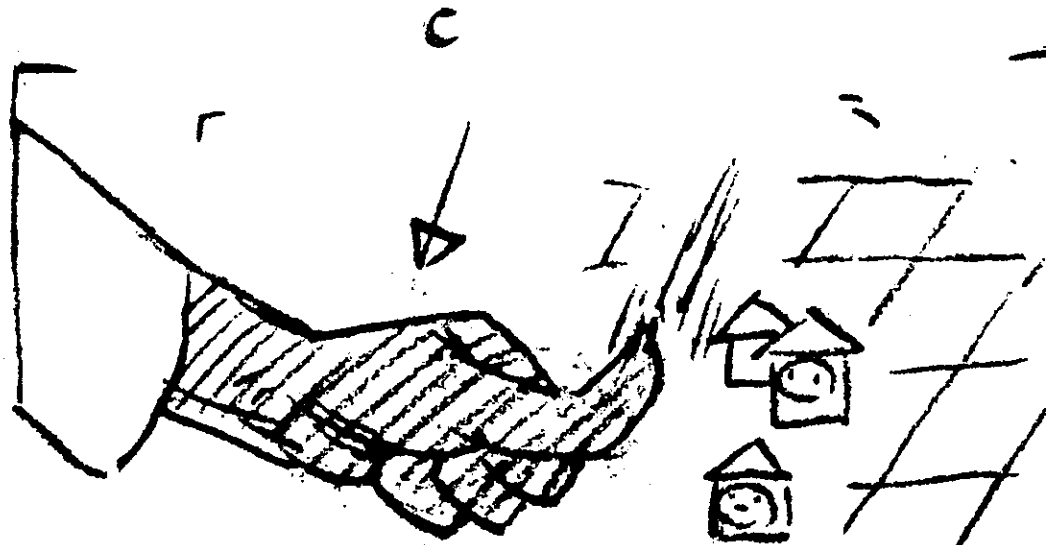
A: (C/S) T. ...
DEADLY POISON ...



A: (C/S) THUSLY, ATTACK IS
IMPOSSIBLE.

Action
Timing

Production



A: (OK) BUT SINCE YOU'VE REM OVED
THE JERK DONNY...



HOUSES: AAAGH!!

Action

Timing

Reaction



HOUSES: (0/5) (SCREAMING)

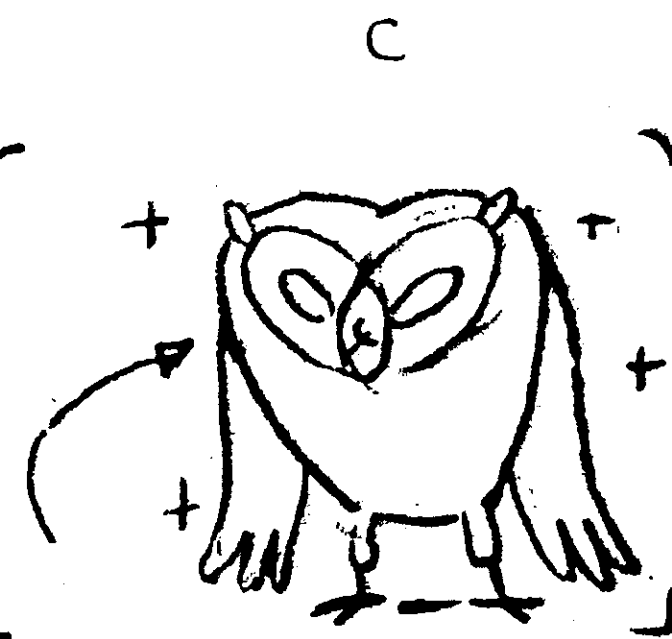
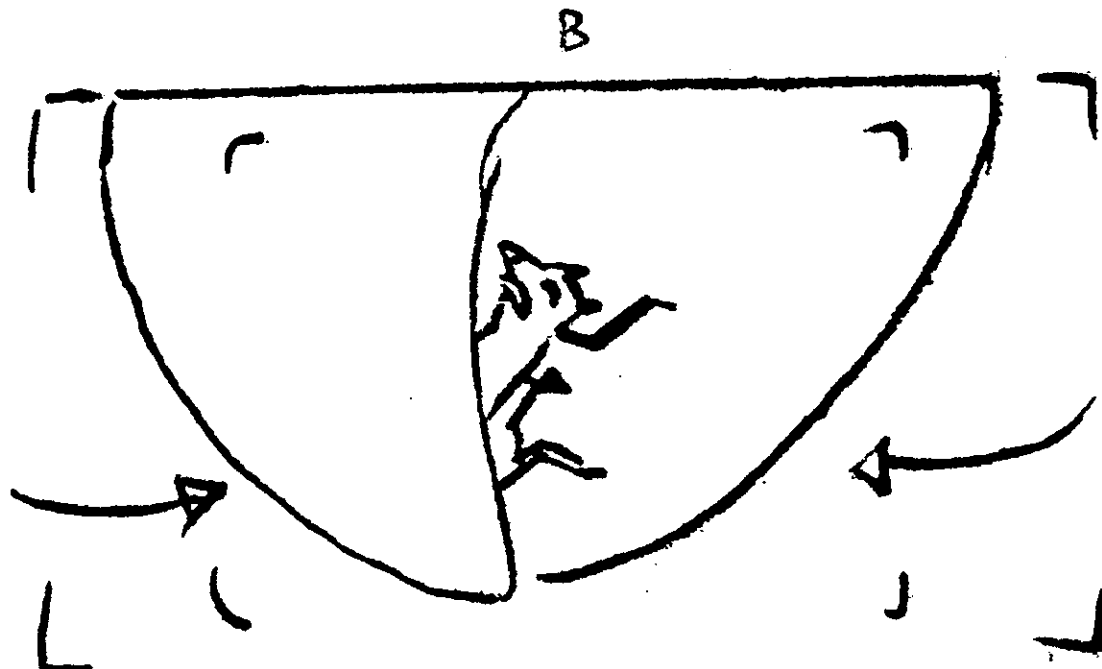
A: (0/5) WE WILL DEVOUR THE HOUSES



A: (0/5) AND OUR POPULATION WILL
RAPIDLY SWELL... UNTIL...

Twelve

Production



A: WE ARE, IN TURN, DEVoured, A BY THE COSMIC OWL...

SFX: SNAP!

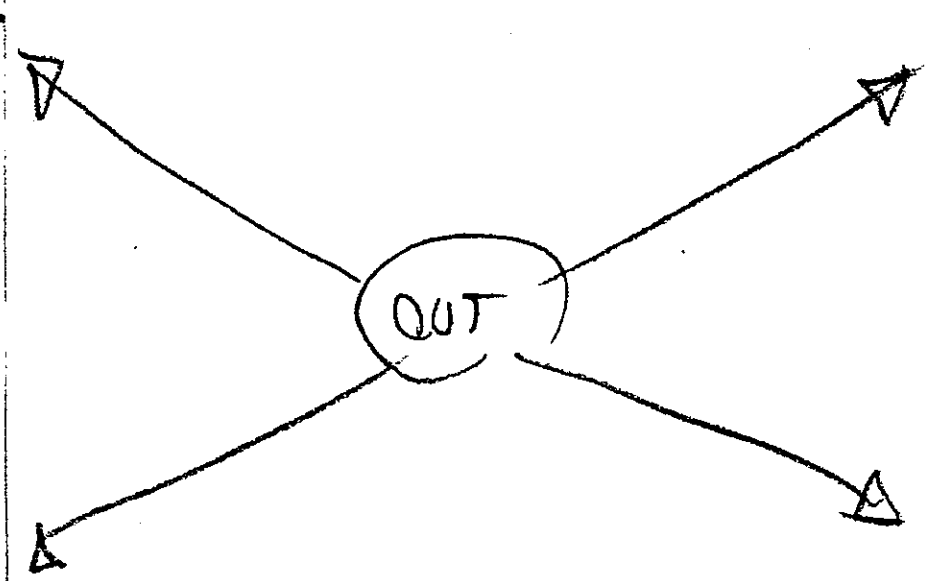
SUCH IS THE COURSE OF NATURE

Action	
Things	





A: (... BUT IT'LL BE A PRETTY
GOOD RIDE UP TO THAT POINT



Action

Things

Production:

A



FF: NO WAY, MAN. MG AND JAKE
WILL STOP YOU.

B



A: BLOOD OF THE INNOCENTS!!
SEX: SHRP!

Action

Thinking

ADVENTURE TIME



Page 154

Sc.

Pnl. A

Bg.

day night

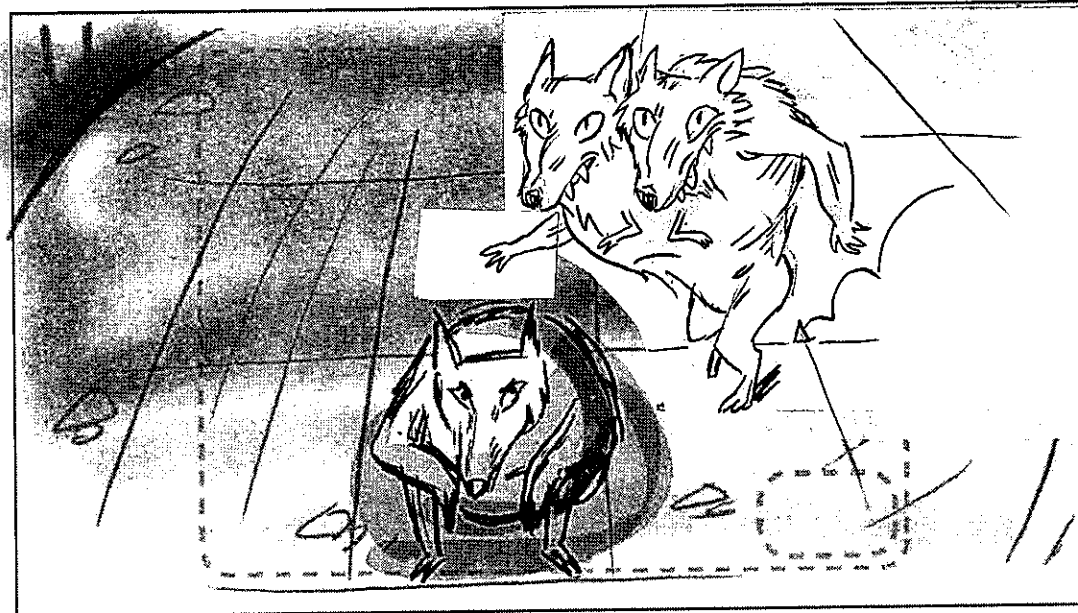


Sc.

Pnl. A

Bg.

day night



Dialog:

A: SURE YOU CAN DEFEAT ONE OR
— TWO WOLVES ...

A: BUT WE ARE LEGION ...

Action:

Timing:

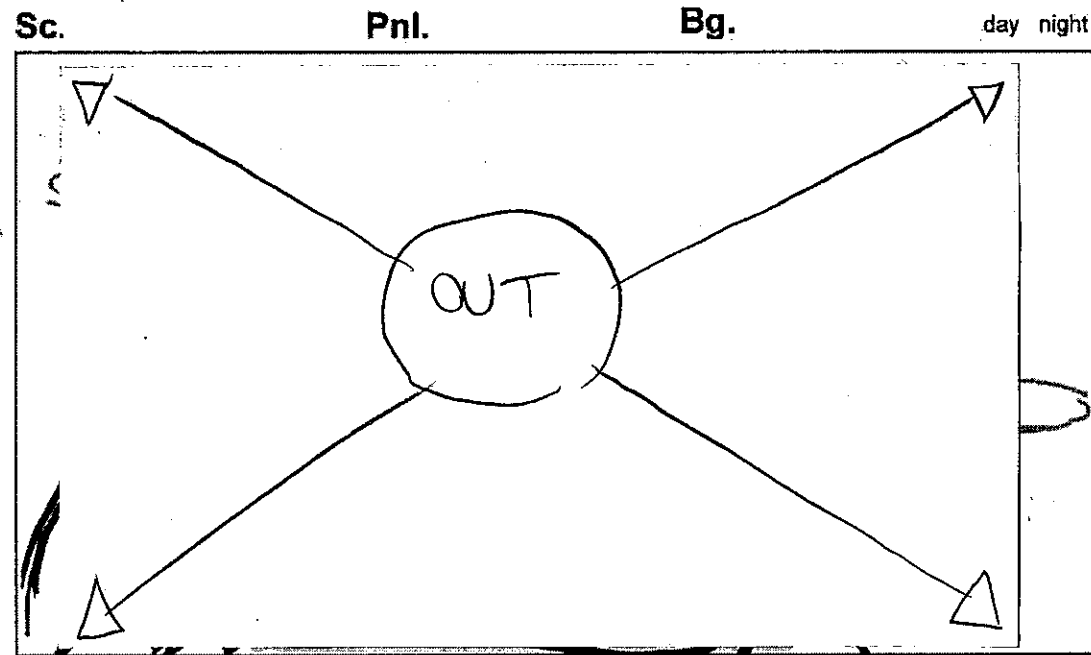
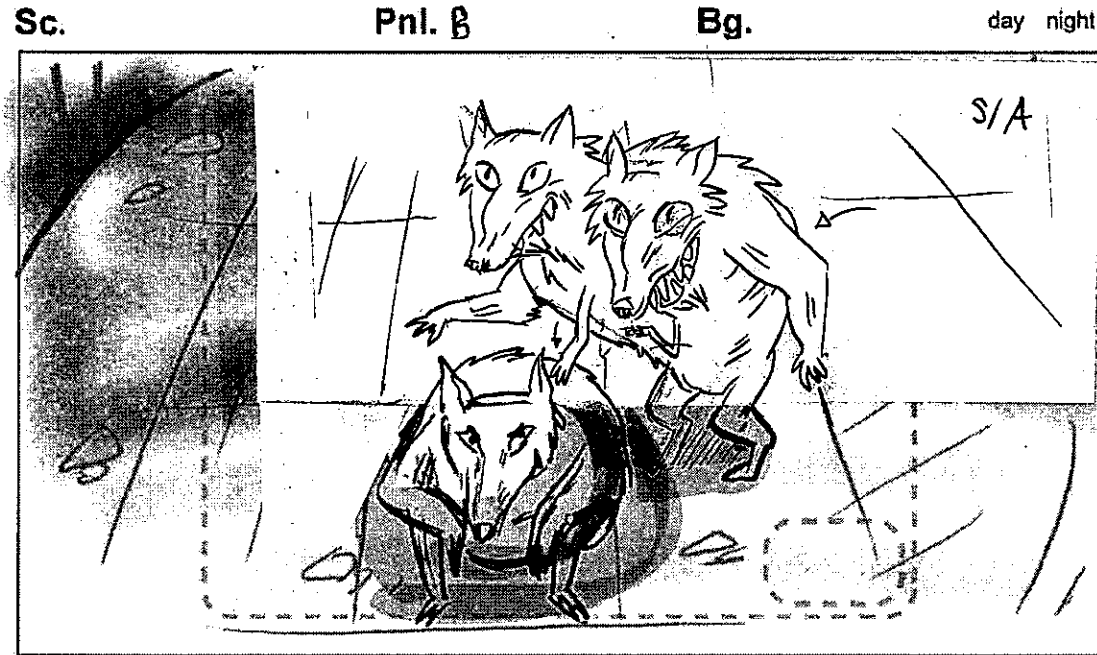
EPISODE #

Production :

ADVENTURE TIME



Page 155



Dialog:

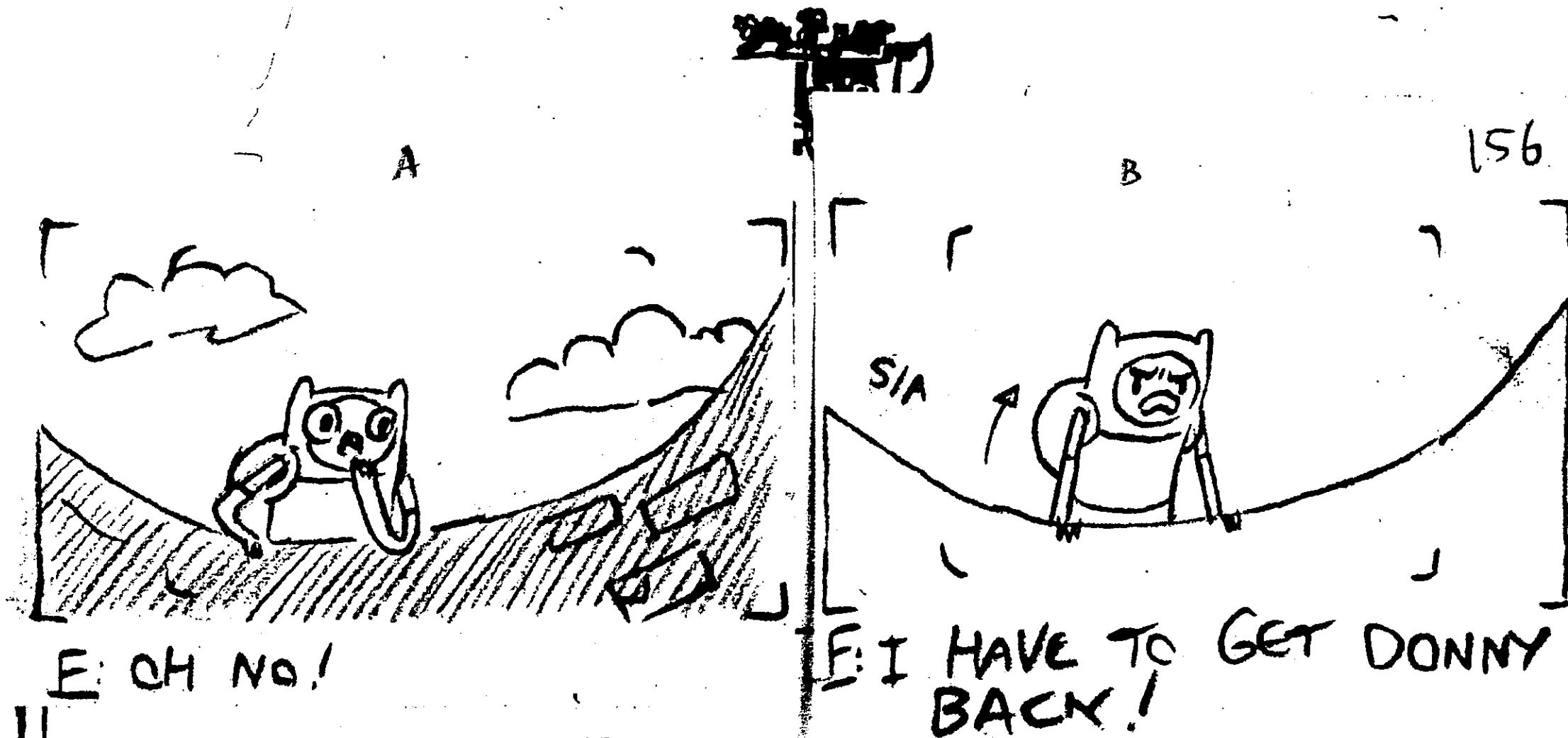
A (CONT'D): AND OUR BRETHREN WILL NEVER
STOP COMING ... UNTIL EVERYONE
IN THIS VILLAGE IS DESTROYED!

Action:

Timing:

EPISODE #

Production :



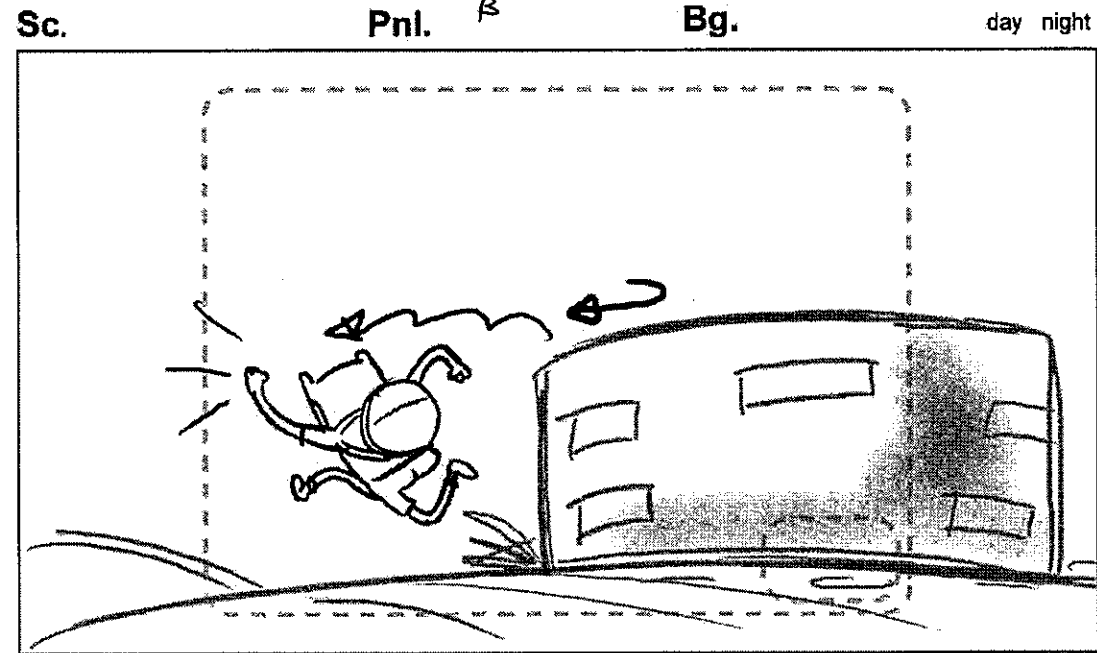
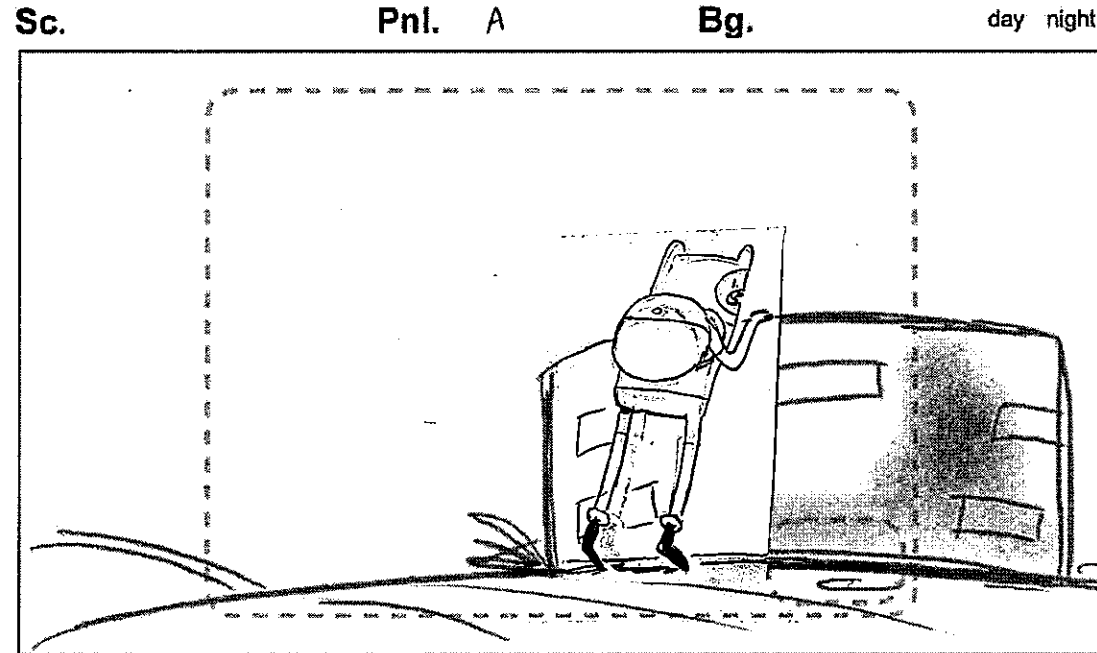
Action:

Timing:

ADVENTURE TIME



Page 157



Dialog:

(SIP)

F) Donny —!

Action:

Timing:

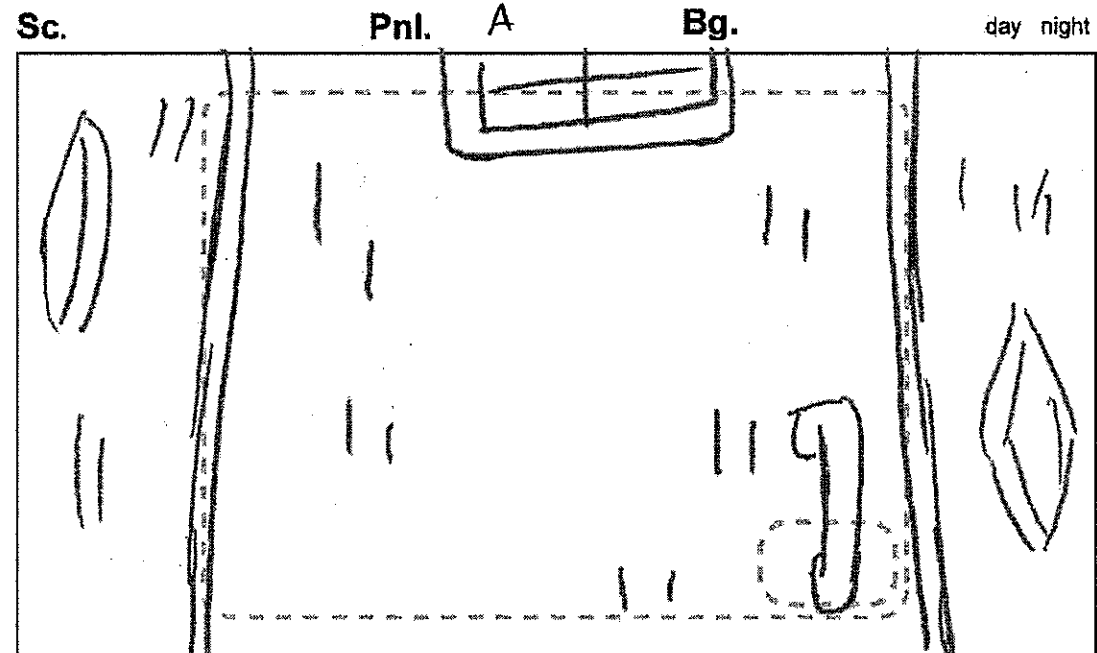
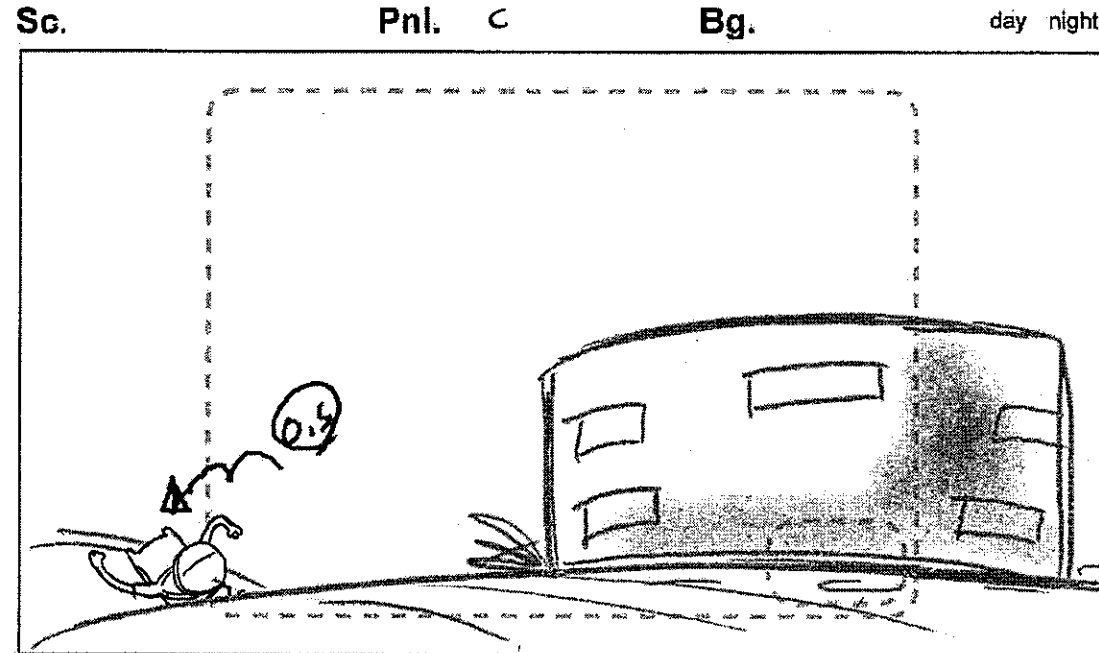
EPISODE #

Production :

ADVENTURE TIME



Page 158



Dialog: A: WAIE, DON'T DO THAT.

Action:

Timing:

(MUSIC) —

Sip

EPISODE #

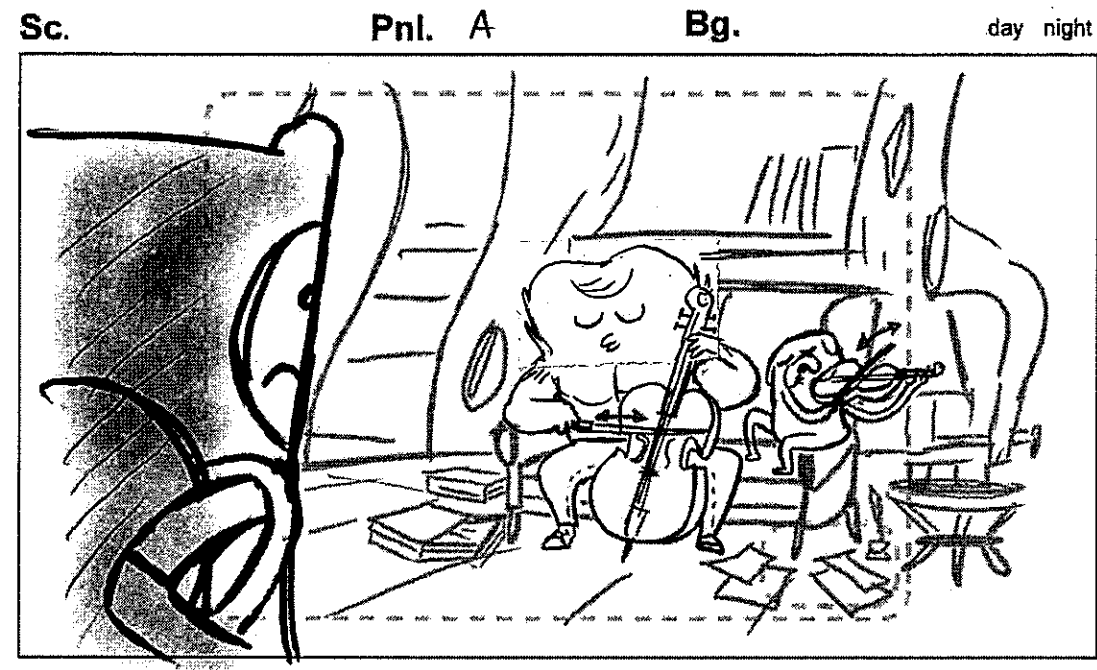
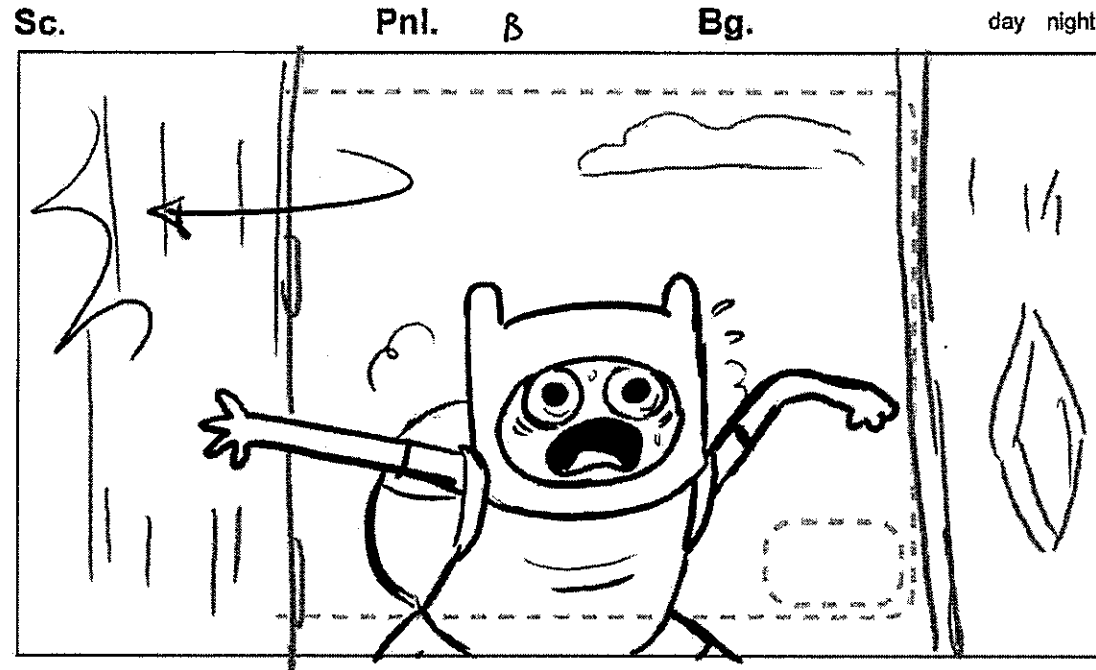
Production :

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ADVENTURE TIME



Page 159



Dialog:

F: (TALKING) A MILE-A-MINUTE)
DONNY, YOU HAVE TO GO RIGHT
NOW AND STOP THE WHYWOLVES FROM-

MUSIC: [MOONLIGHT SONATA]

Action:

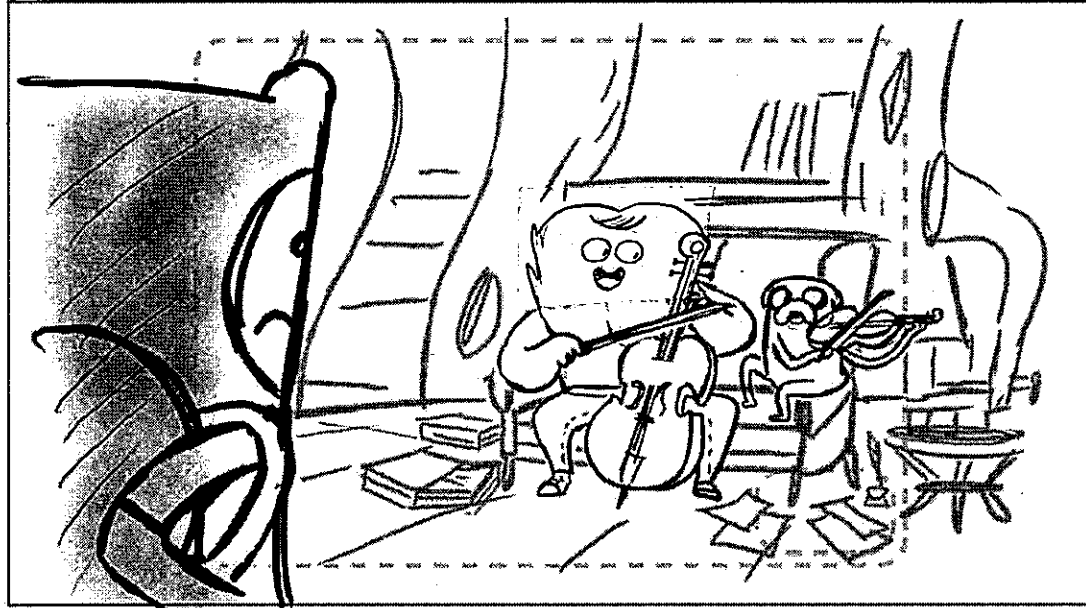
Timing:

EPISODE #

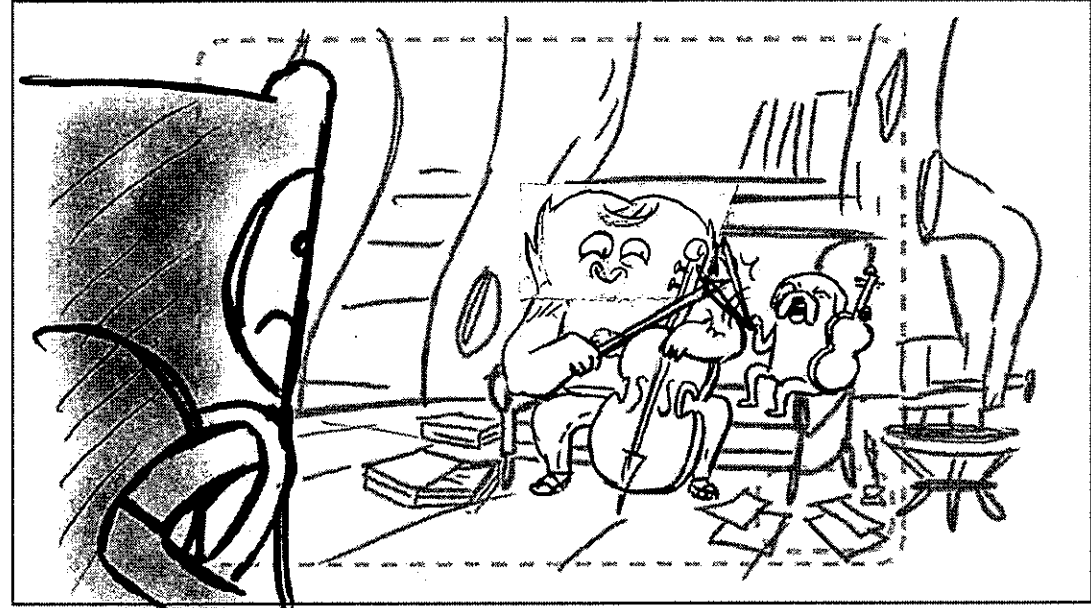
Production :

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day night



day night



D: NOW ONTO THE ALBINONI ADAGIO...
(ALL-BEE-NO-KNEE)
IN G MINOR...

J: AND I WANT TO SEE THE
TEARS STREAMING DOWN
YOUR FACE, M'BOY.

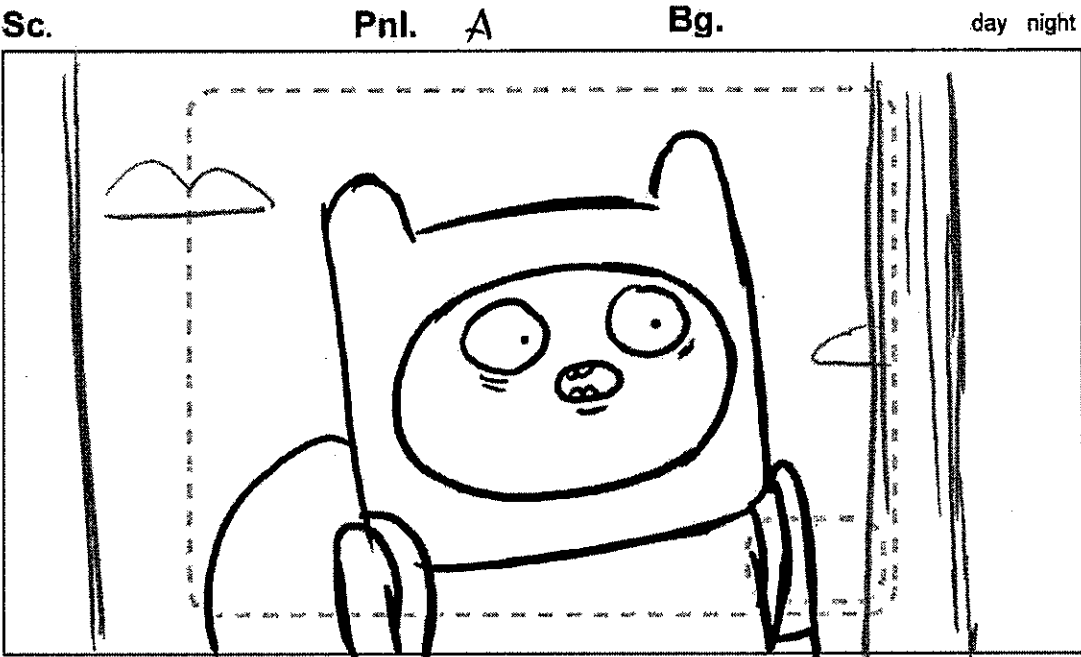
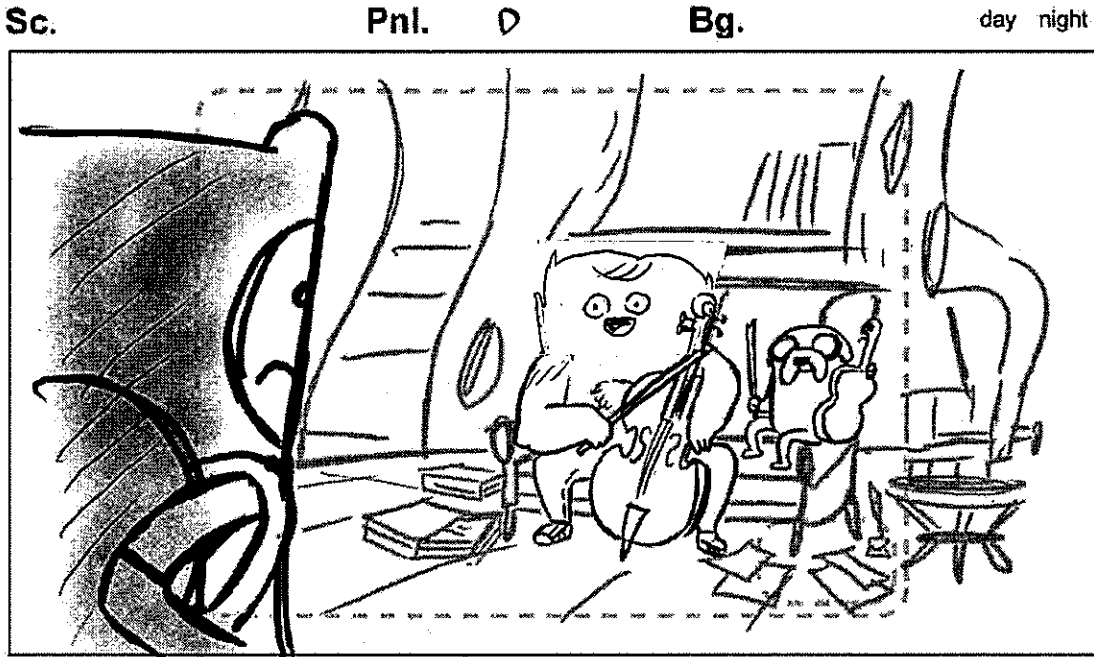
Timing:

EPISODE

Production :

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ADVENTURE TIME



Dialog:

D: AH, MASTER FINN HAS
RETURNED.

E: PHI! WHAT'S IT GOIN'Z-?

Action:

Timing:

EPISODE #

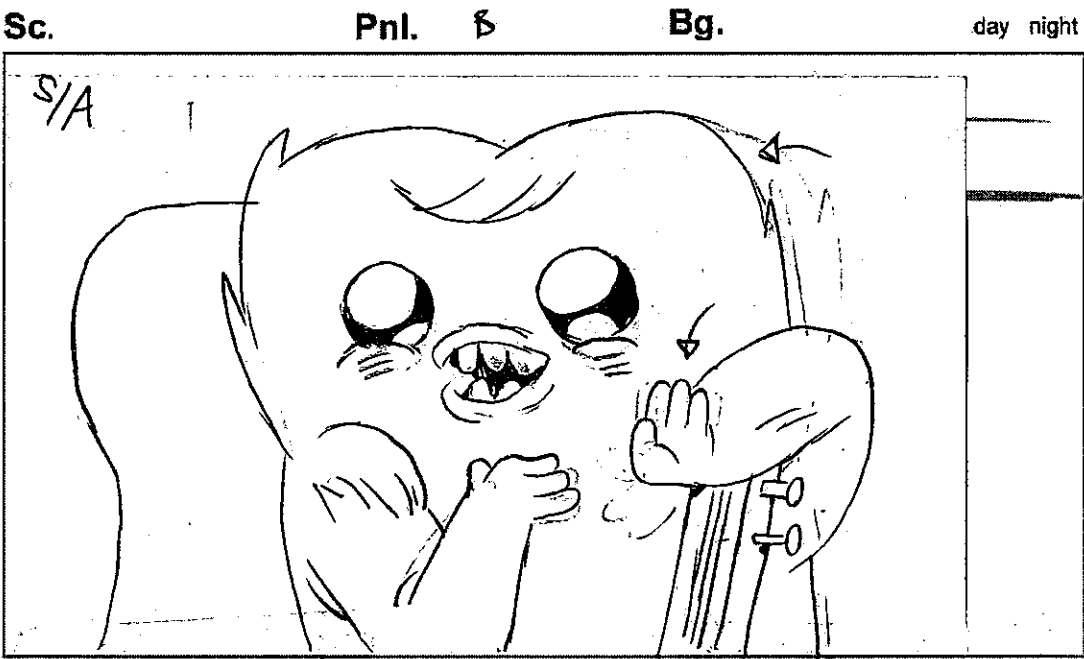
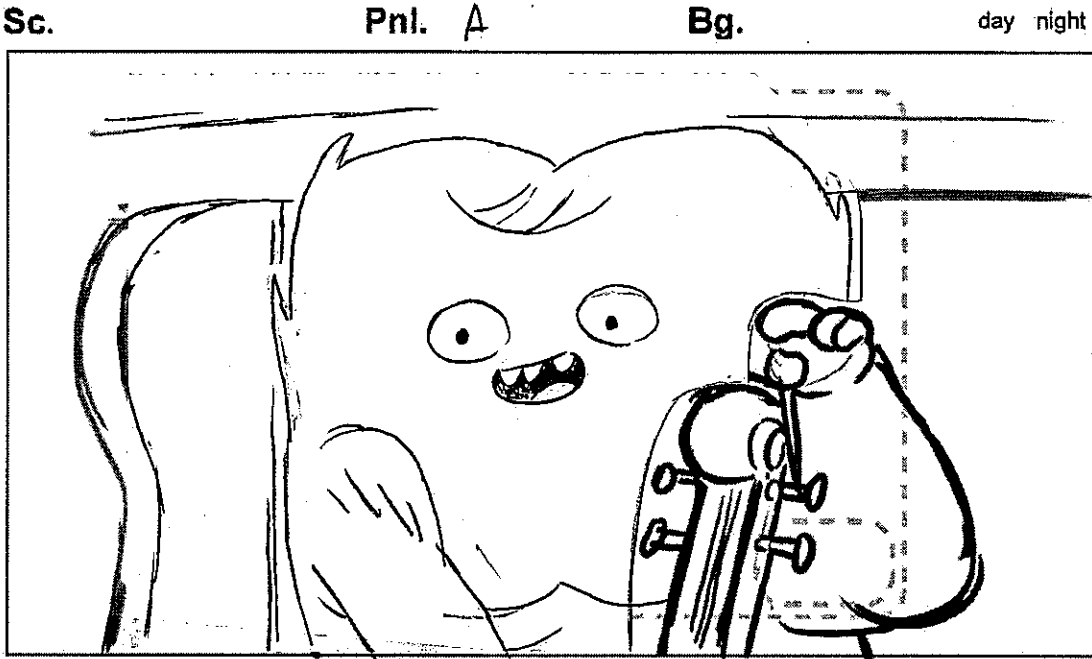
Production :

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ADVENTURE TIME



Page 162



Dialog:

D: THANKS TO YOU...

D: I SHALL NEVER BE
JERKY AGAIN...

Action:

Timing:

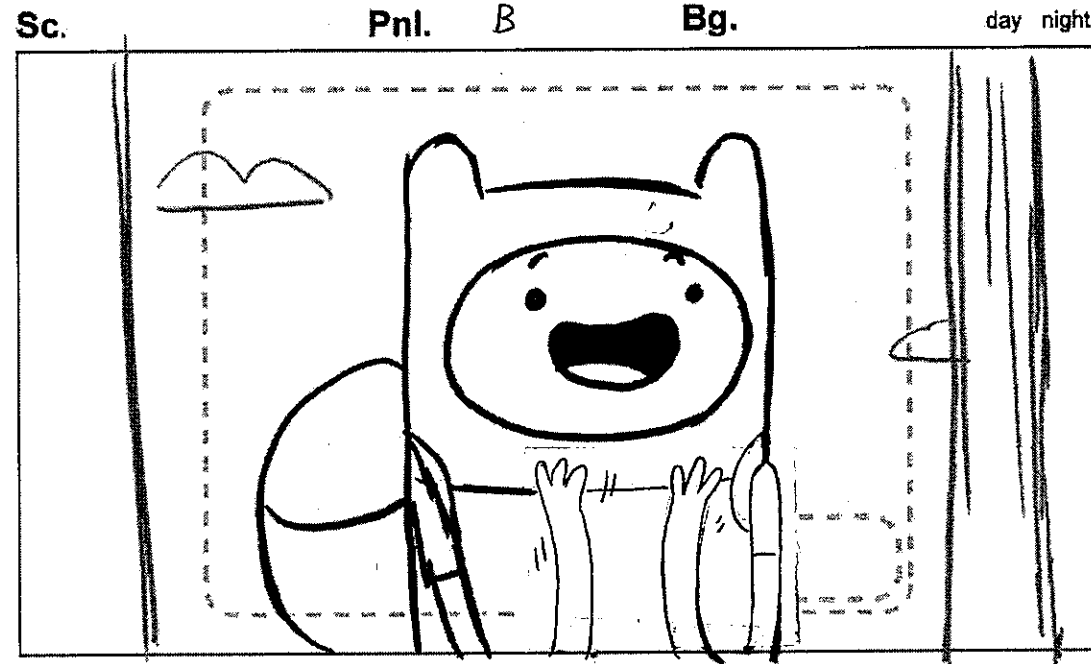
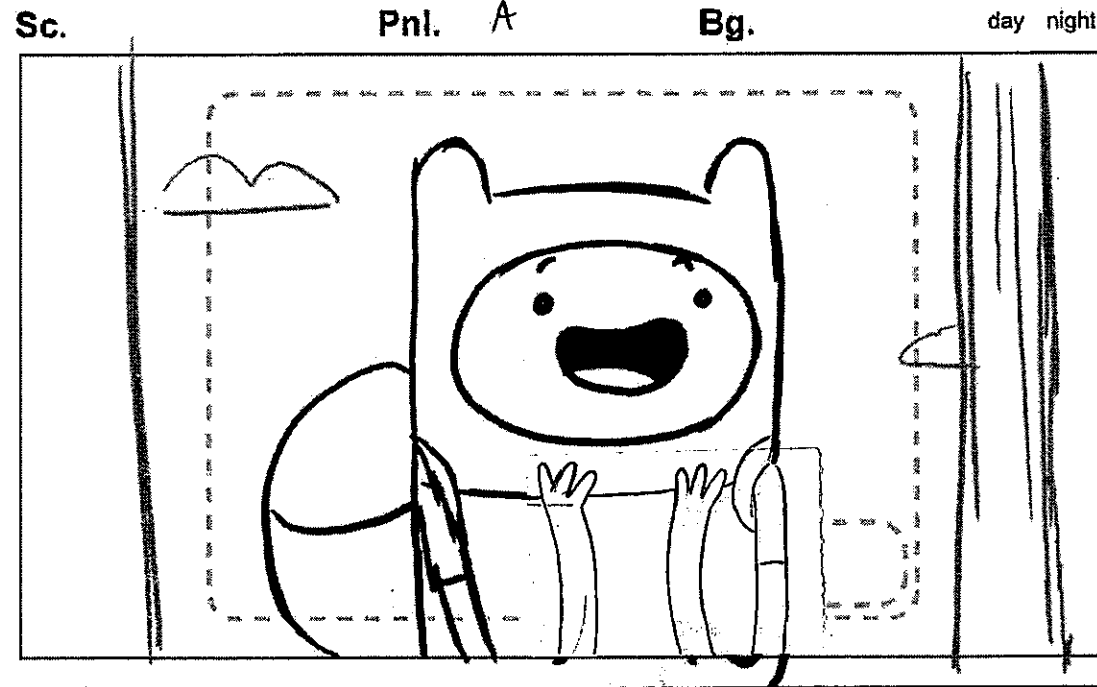
EPISODE #

Production :

ADVENTURE TIME



Page 163



Dialog:	E: (SURPRISED) TH-THAT'S GREAT, DONNY! I KNEW YOU HAD IT IN YOU	F: (HORRIFIED) <u>OH</u> <u>NO</u> ...
Action:		
Timing:		

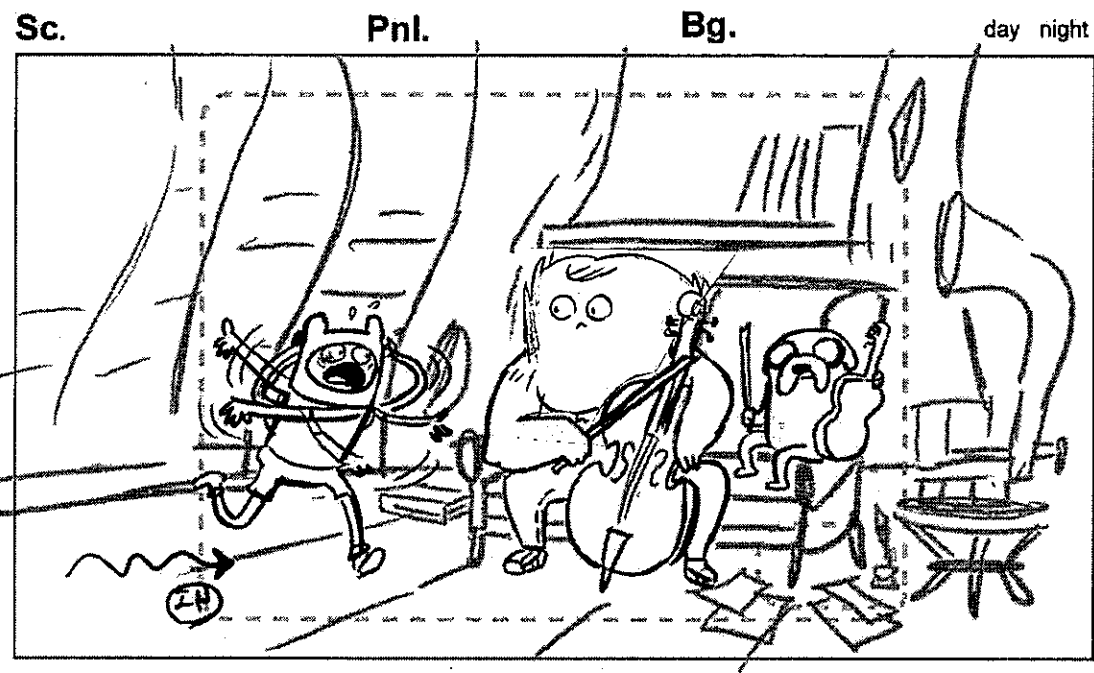
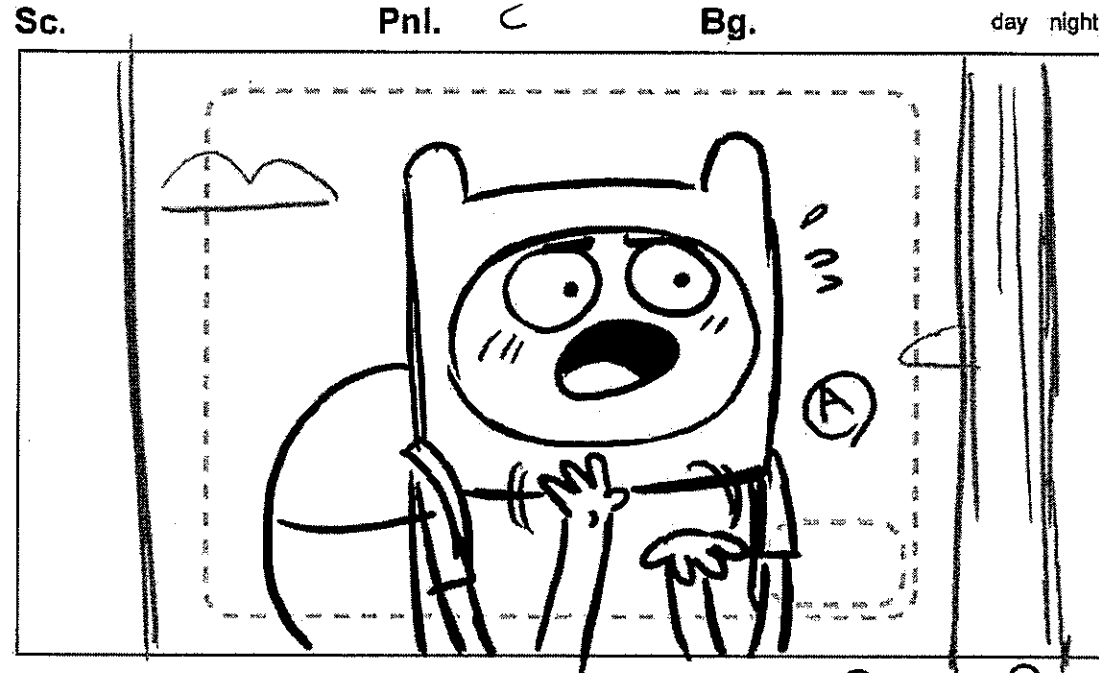
EPISODE #

Production :

ADVENTURE TIME

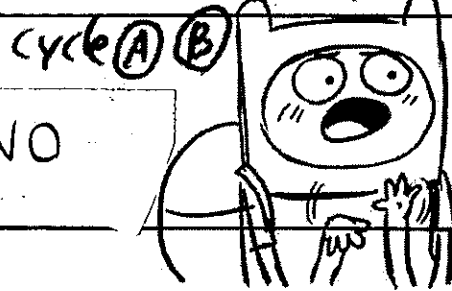


Page 169



Dialog:

F: (PANIC) NO NO NO NO



E: THIS IS ALL WRONG! WE NEED JERK DONNY TO MAKE THE, UM, OBNOXYGEN! AND-AND--

Action:

Timing:

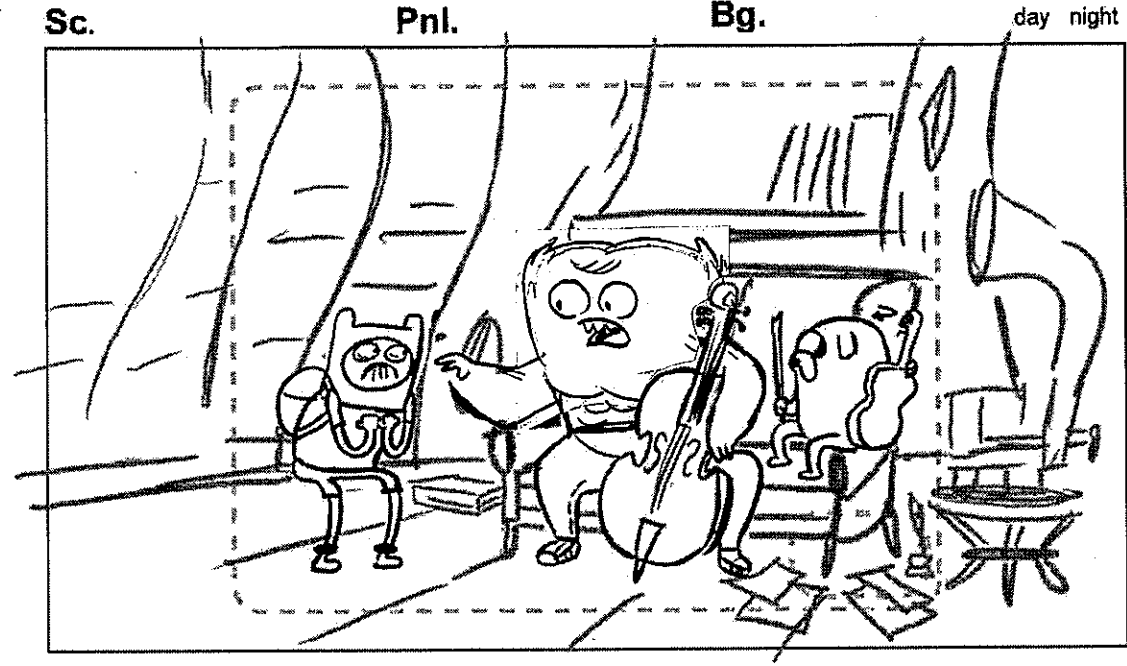
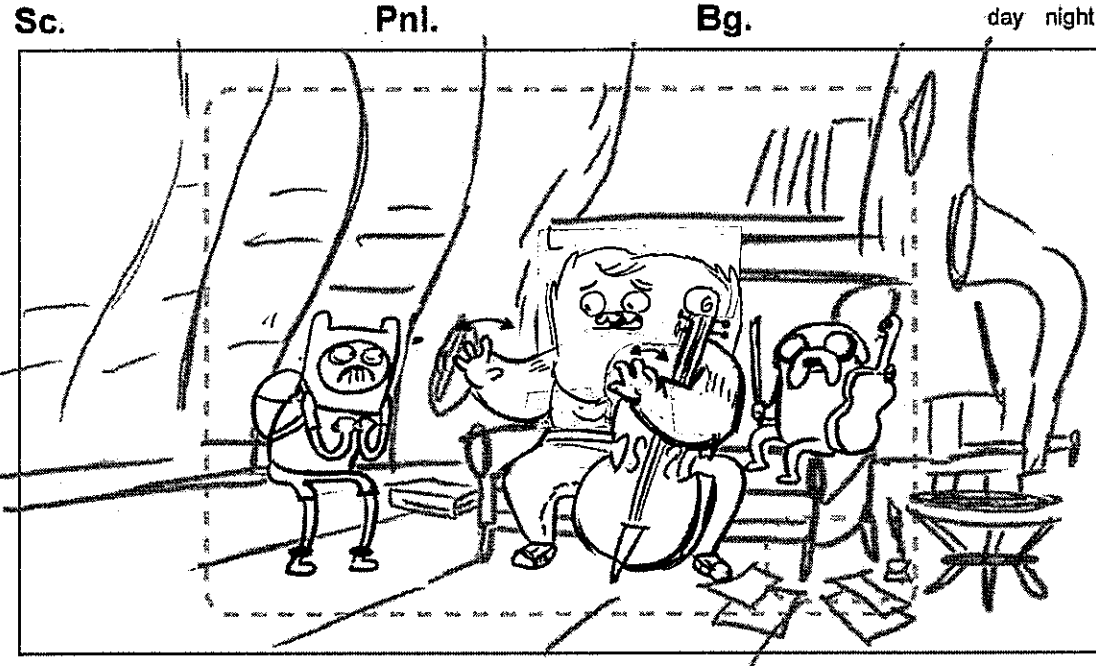
EPISODE #

Production :

ADVENTURE TIME



Page 165



Dialog:

D: STEADY ON, FINN...

D: PERHAPS YOU ARE DEHYDRATED.

Action:

Timing:

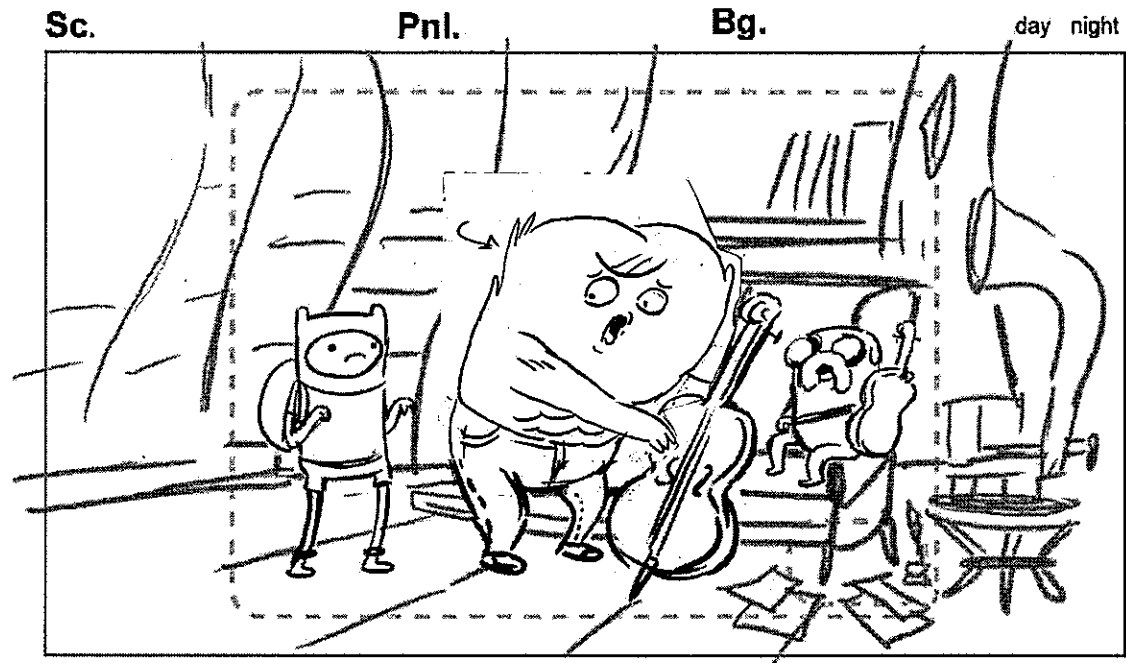
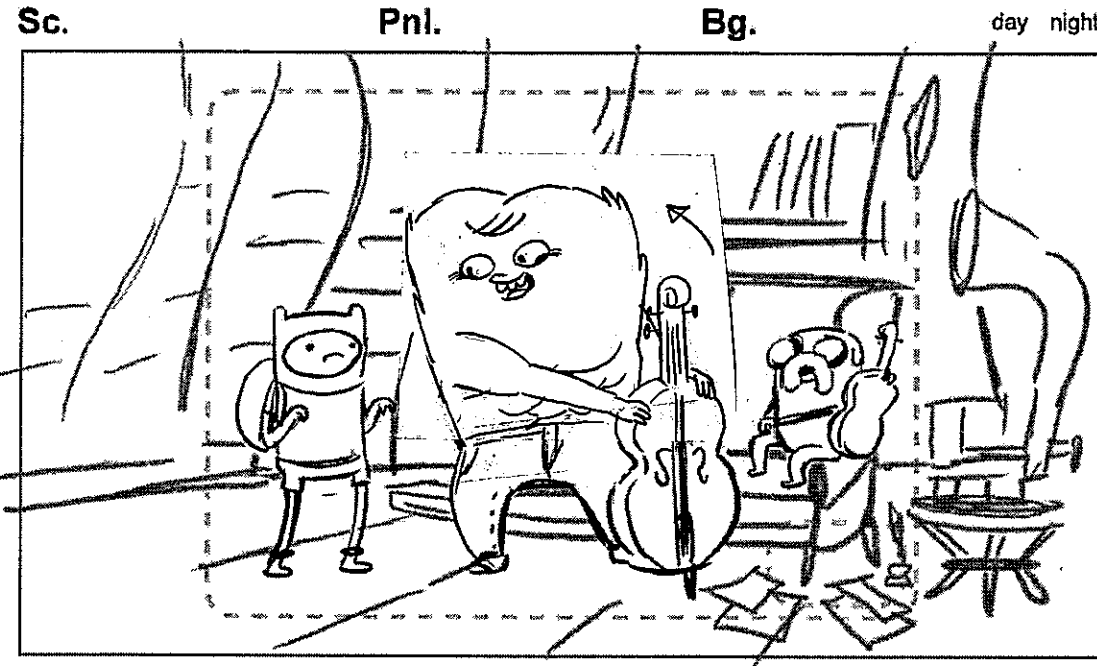
EPISODE #

Production :

ADVENTURE TIME



Page 166



Dialog:

D: IT'S AS JAKE TAUGHT ME ::
 ♪ 8 OZS, 8 GLASSES, 8 DAYS A WEEK! ♪
 (all c)

D: I'LL FETCH YOU SOME TAPWATER.

Action:

Timing:

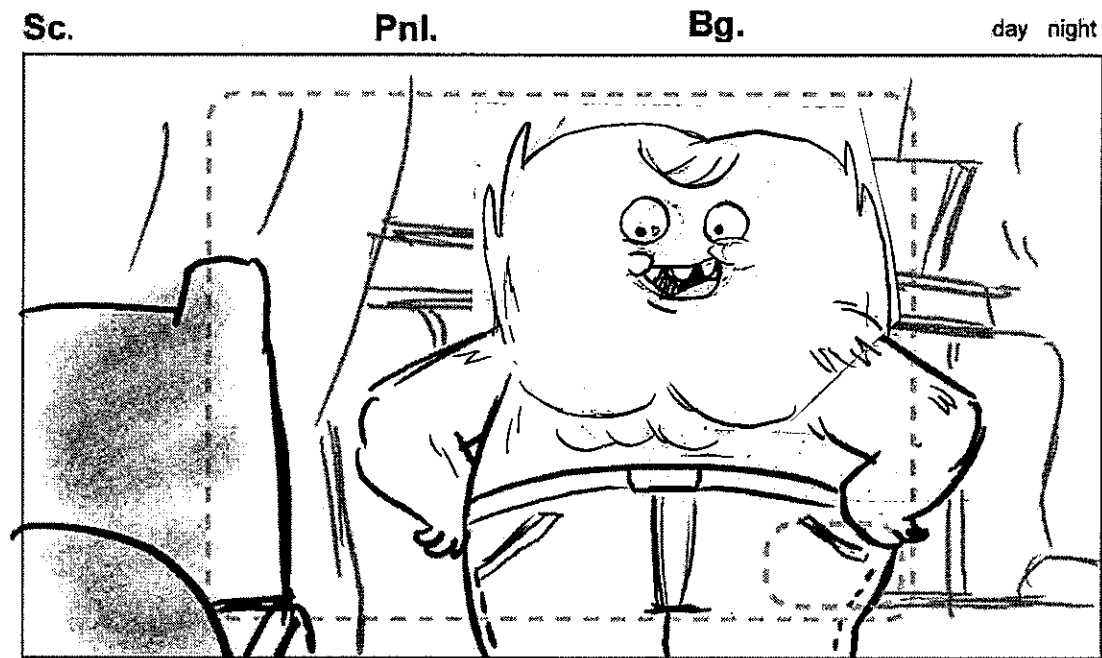
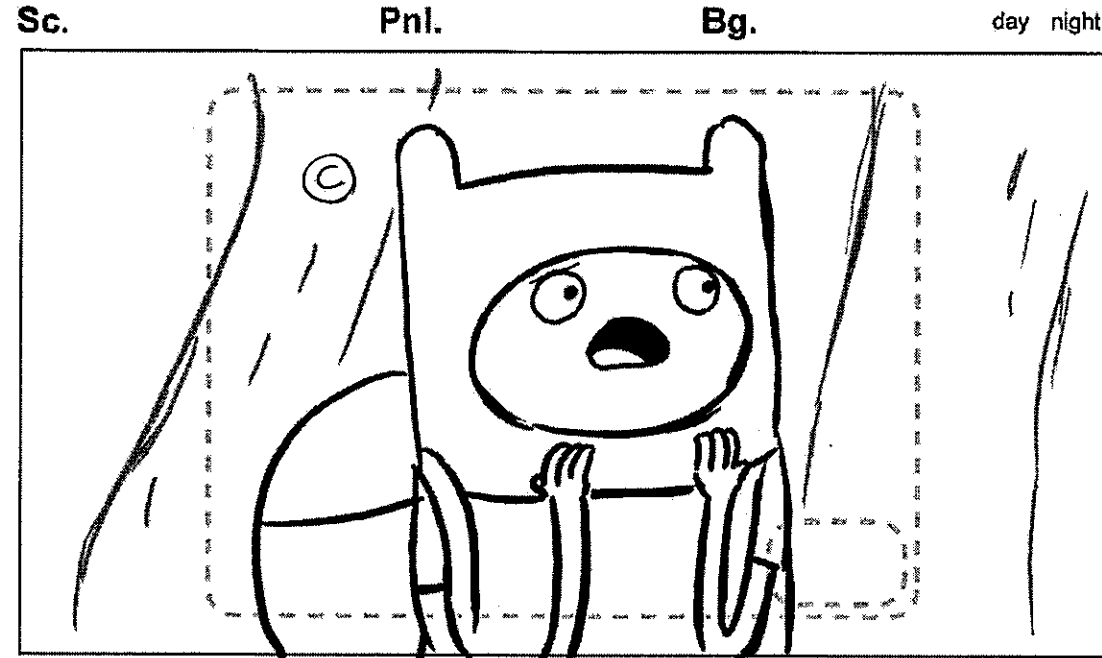
EPISODE #

Production :

ADVENTURE TIME



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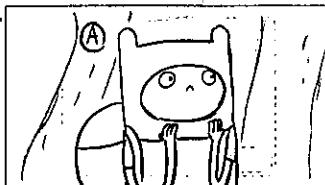
Dialog:

F: (CONFUSED) ARE YOU'RE WEARING ...
JEANS, NOW?

D: SURELY! ...
♪ " GOTTA GET PANTS GO
GO GET YOUR PANTS. BUTTON FLY!

Action: FINN GLANCES DOWN AT DONNY'S JEANS.

Timing:



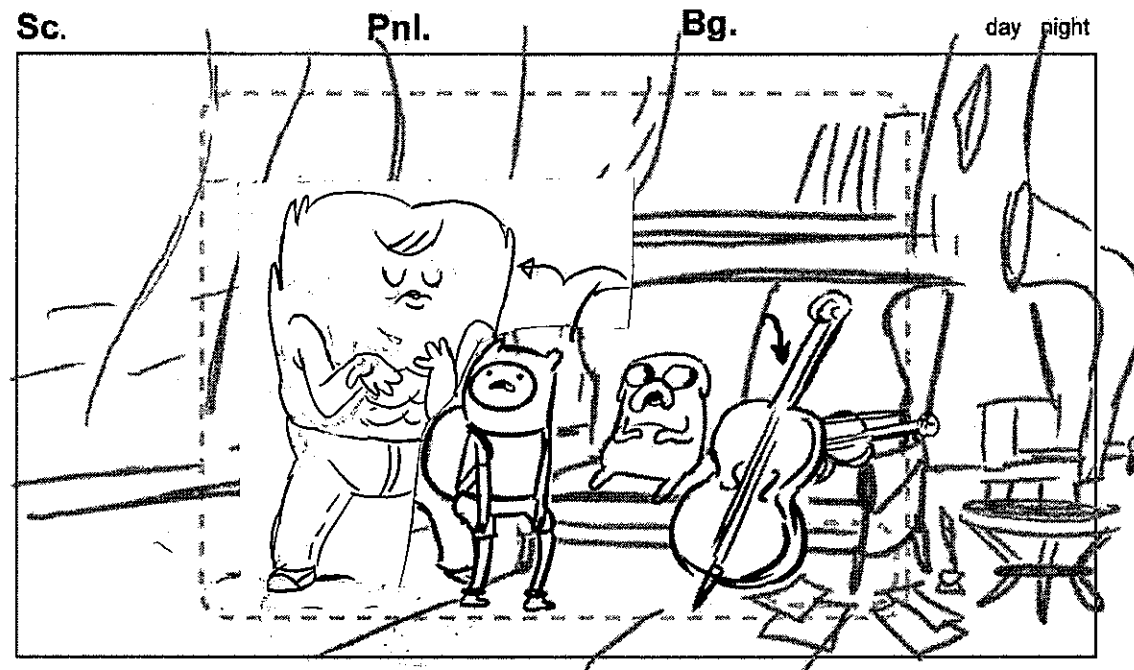
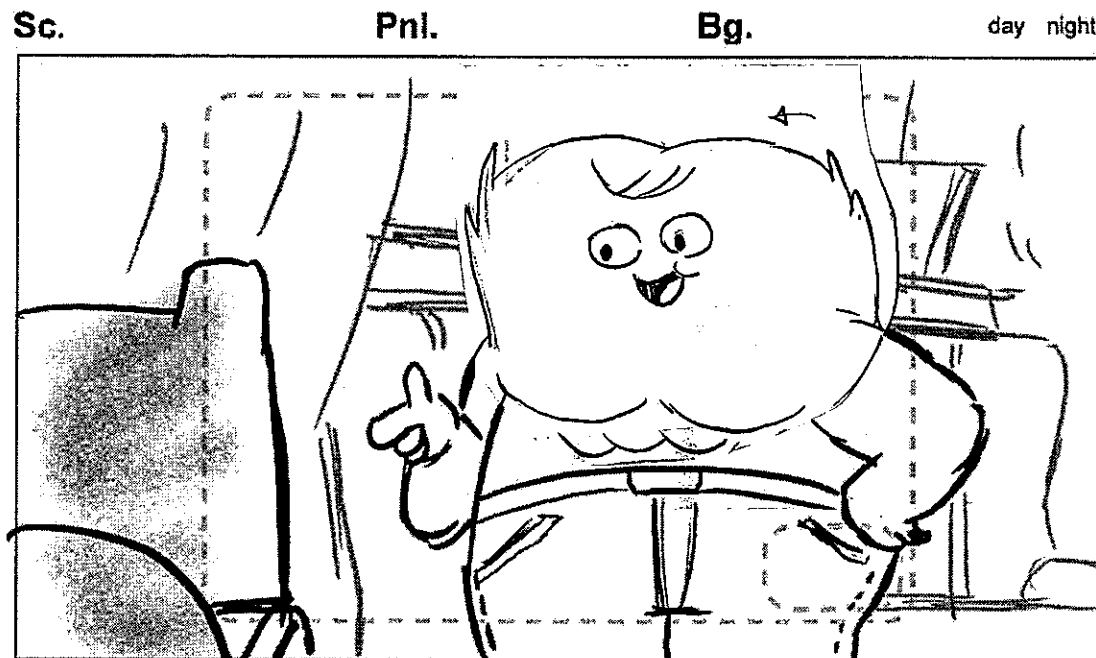
EPISODE #

Production :

ADVENTURE TIME



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Dialog: D: I WROTE THAT ONE MYSELF.

D: PARDONAME

Action:

Timing:

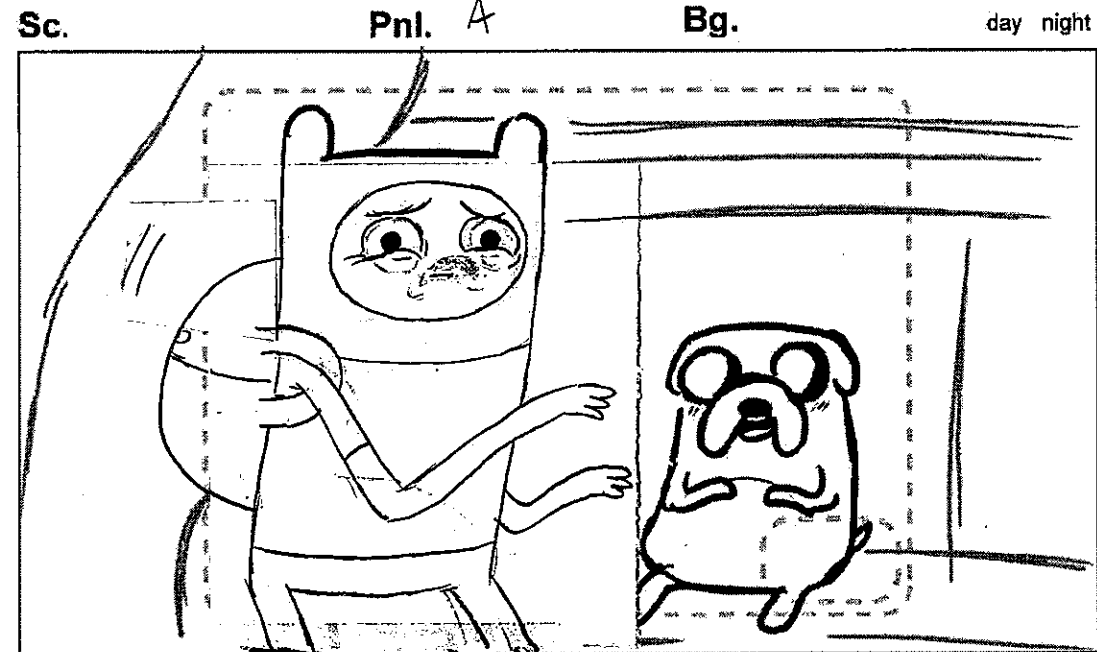
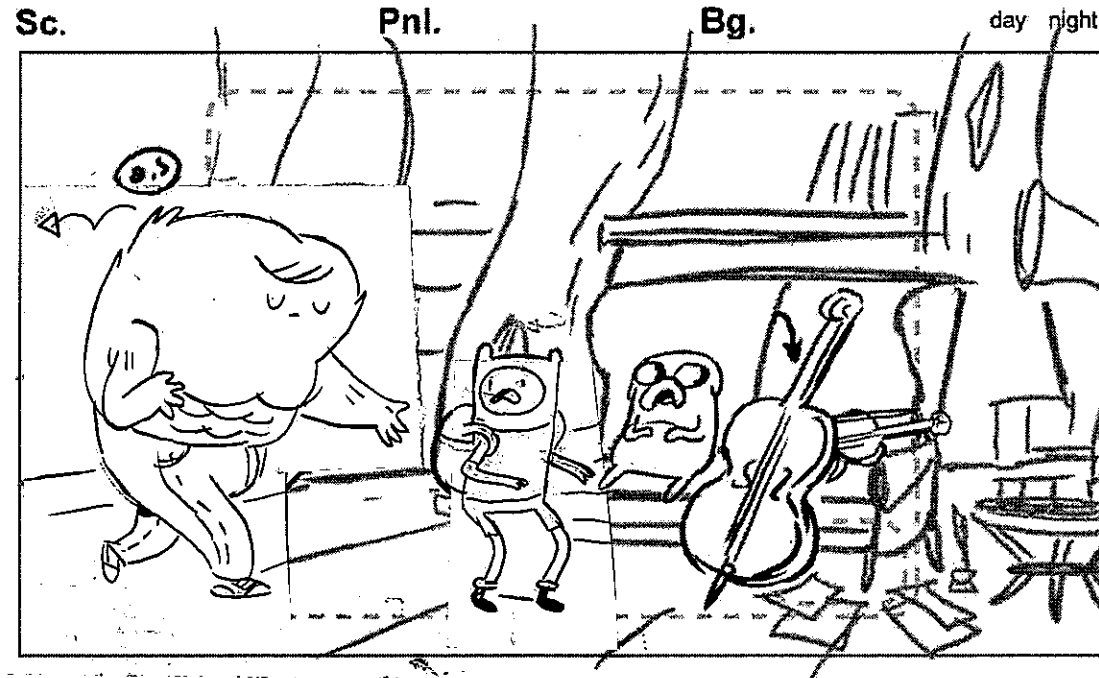
EPISODE #

Production :

ADVENTURE TIME



Page 169



Dialog:

F: (FUSTERED) BUT BUT BUT BUT

J: YOU'RE RIGHT. HE LOOKS GOOD IN THOSE JEANS.

Action:

Timing:

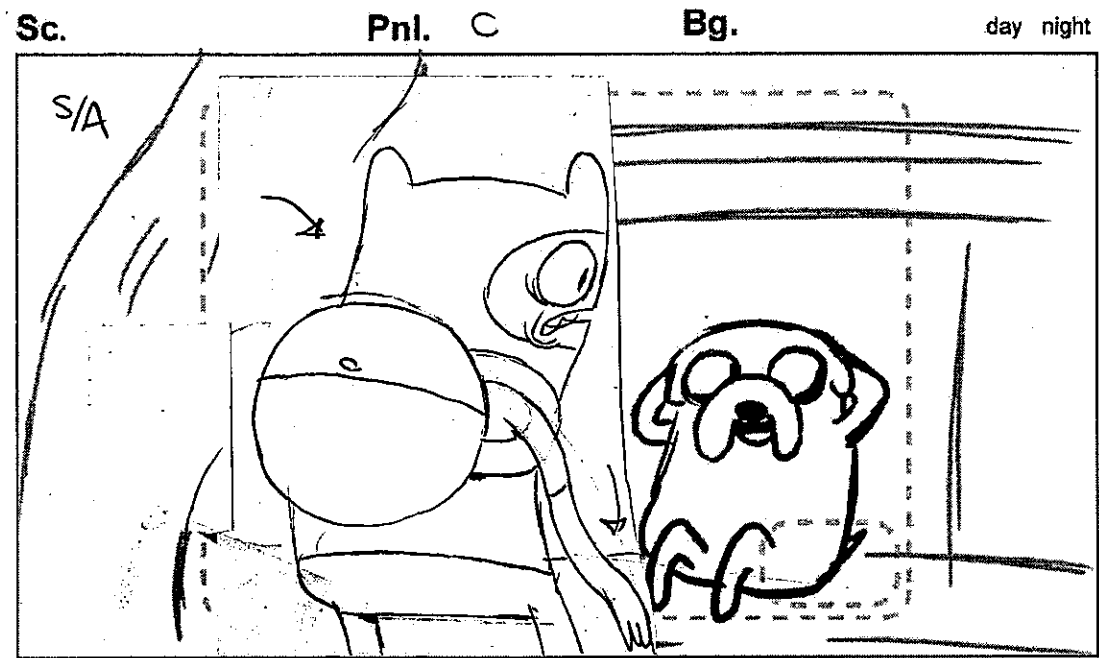
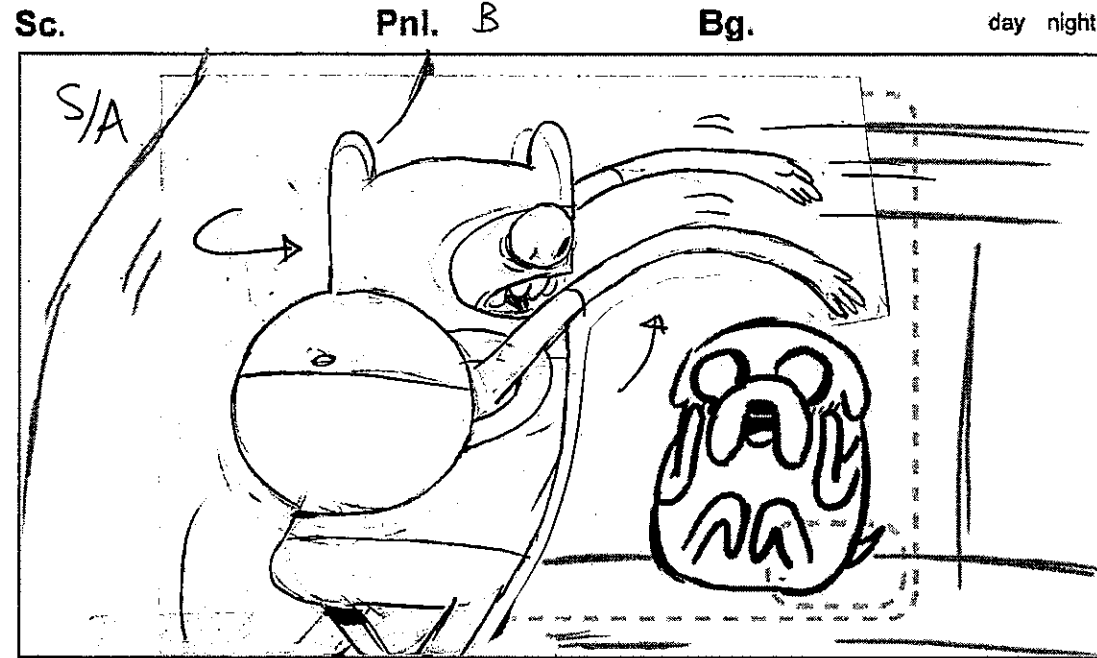
EPISODE #

Production :

ADVENTURE TIME



Page 170



Dialog:

E: WHAT DID YOU DO?!

J: (SMUG) MIRACULOUS, ISN'T IT?

Action:

Timing:

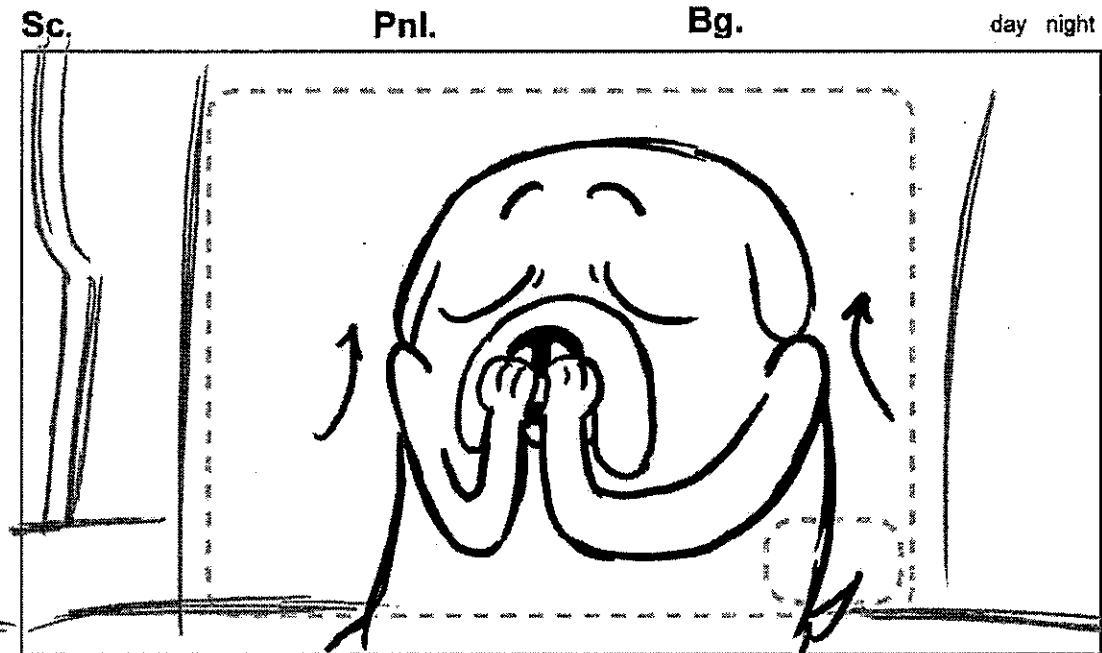
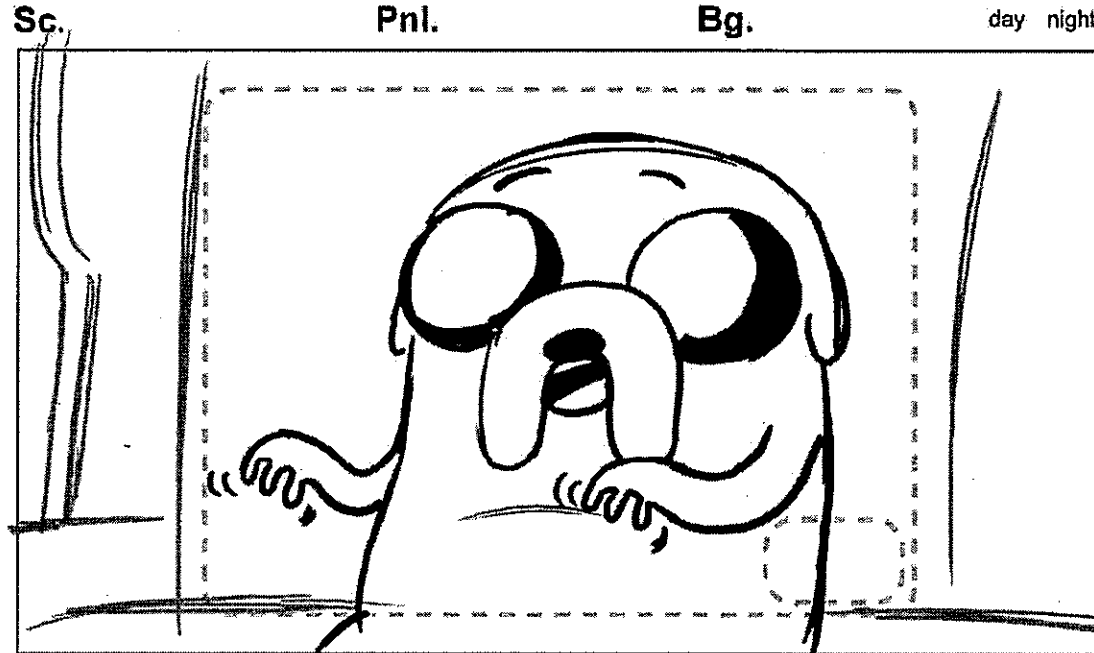
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

J: I JUST KEPT TEACHIN'
HIM MY 'MUSICAL RULES'...

J: AN' NOW, JUST LIKE THAT...

Action:

Timing:

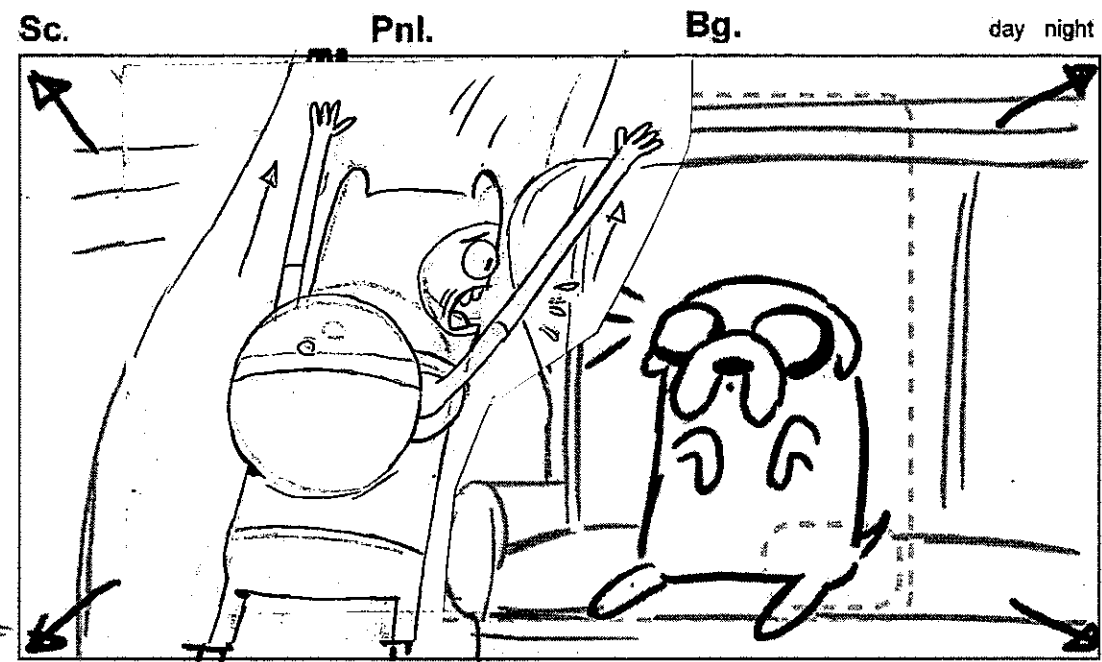
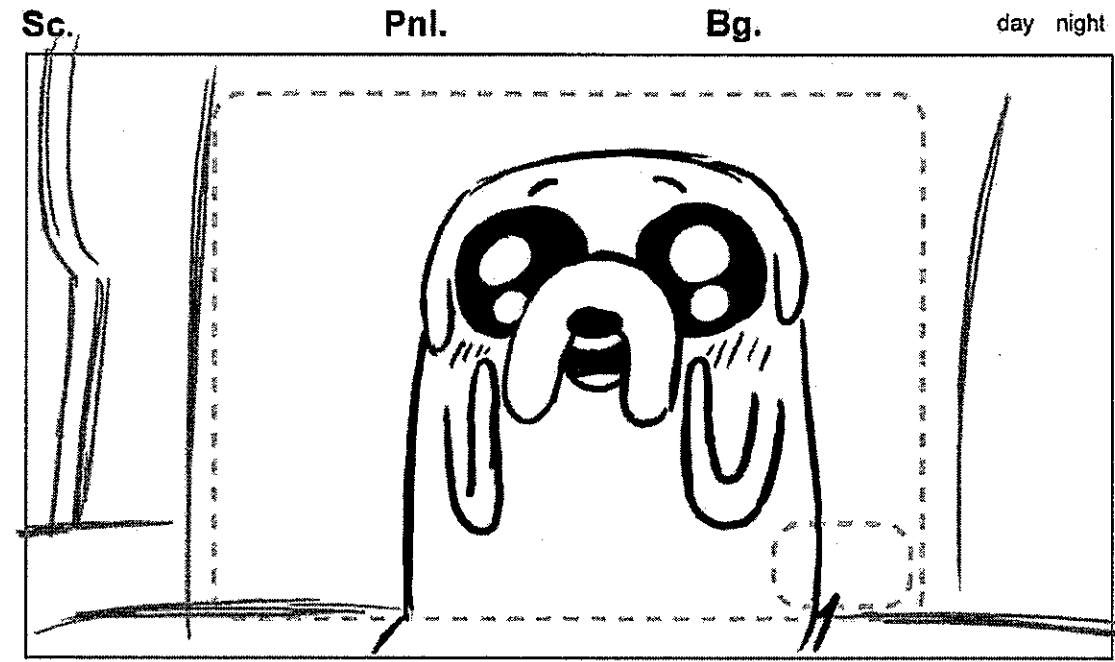
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

J: (WHISPER) I think it's PERFEEECT.

E) NO! WE MESSED UP, JAKE !!

Action:

Timing:

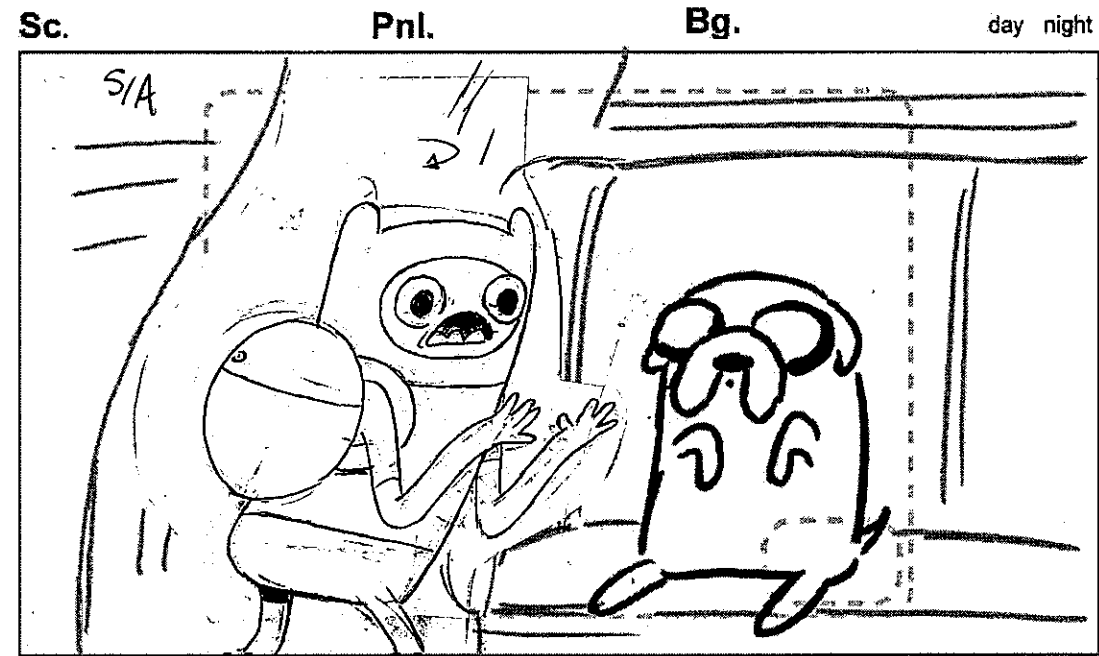
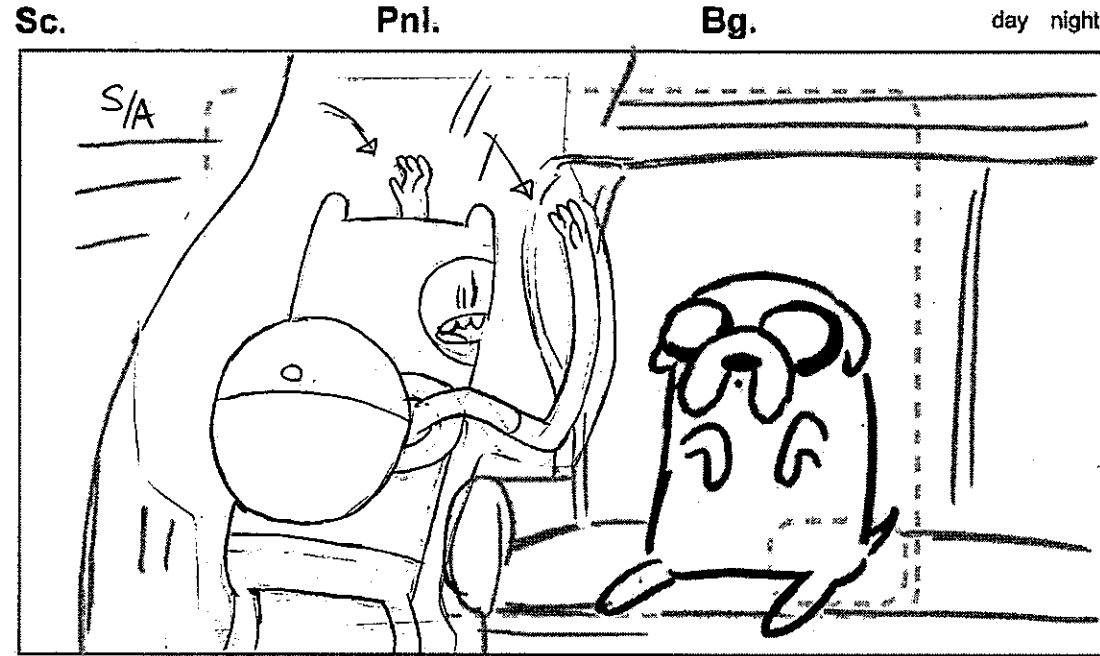
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

F: IF DONNY DOESN'T GO
BACK TO BEING TOWN JERK
JERK.

F: THE HOUSE PEOPLE
ARE DOOMED!

Action:

Timing:

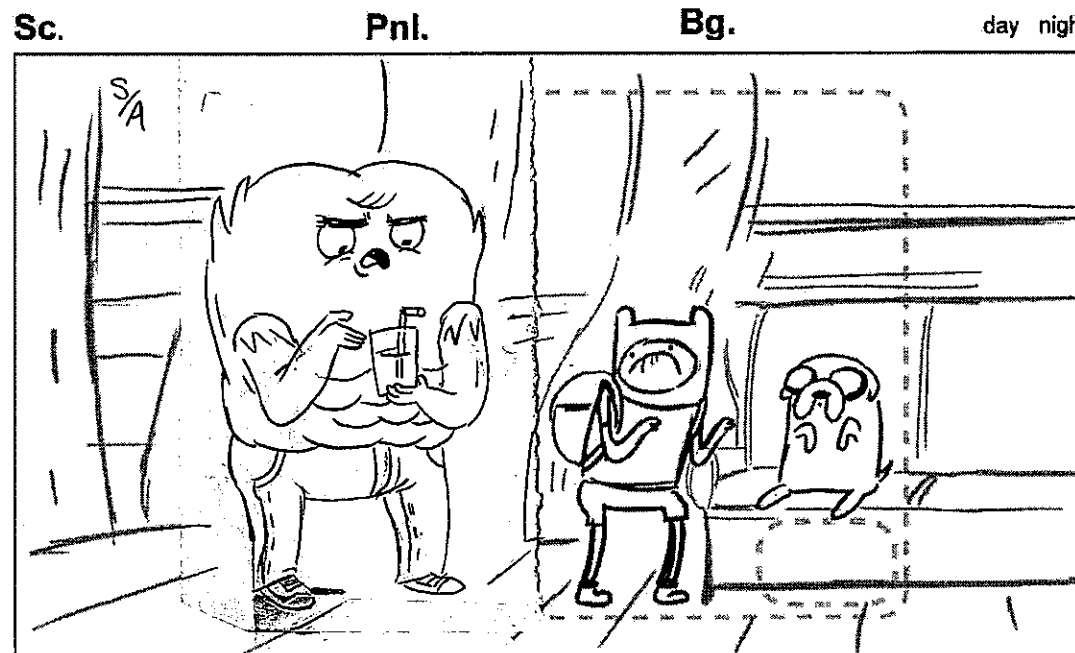
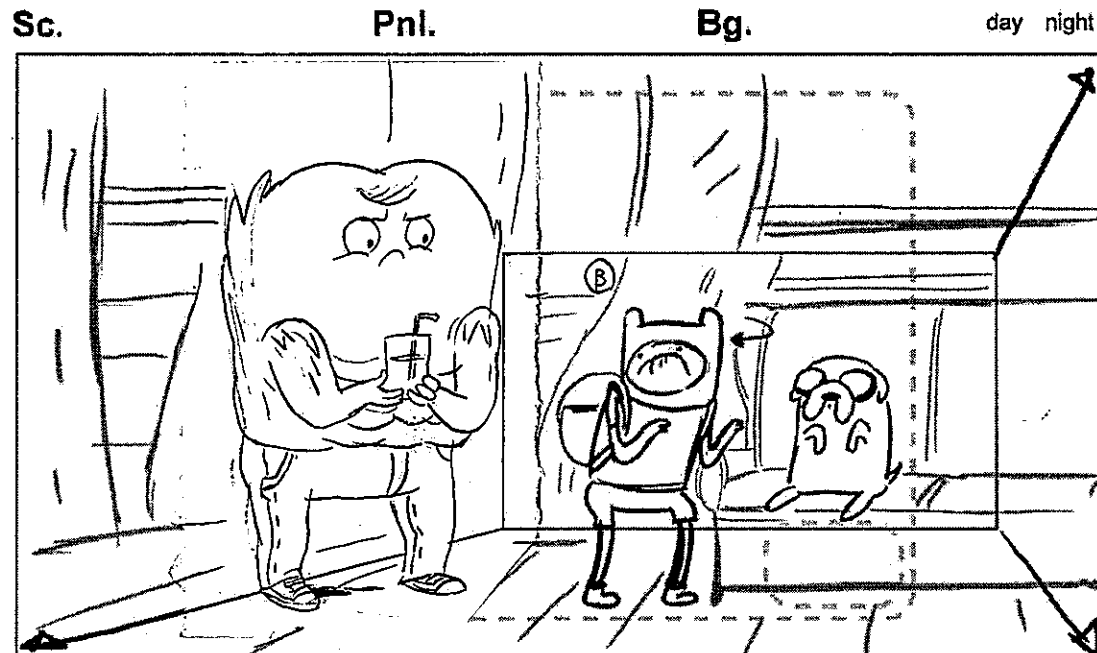
EPISODE #

Production :

ADVENTURE TIME



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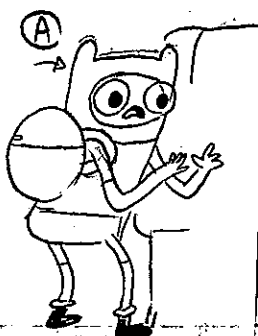
Dialog:

Truck out.

D: AHEN

D: I WAS GOING TO APOLOGIZE
FOR THE LUKEWARM STATER...
OF THIS WATER ...

Action:



Timing:

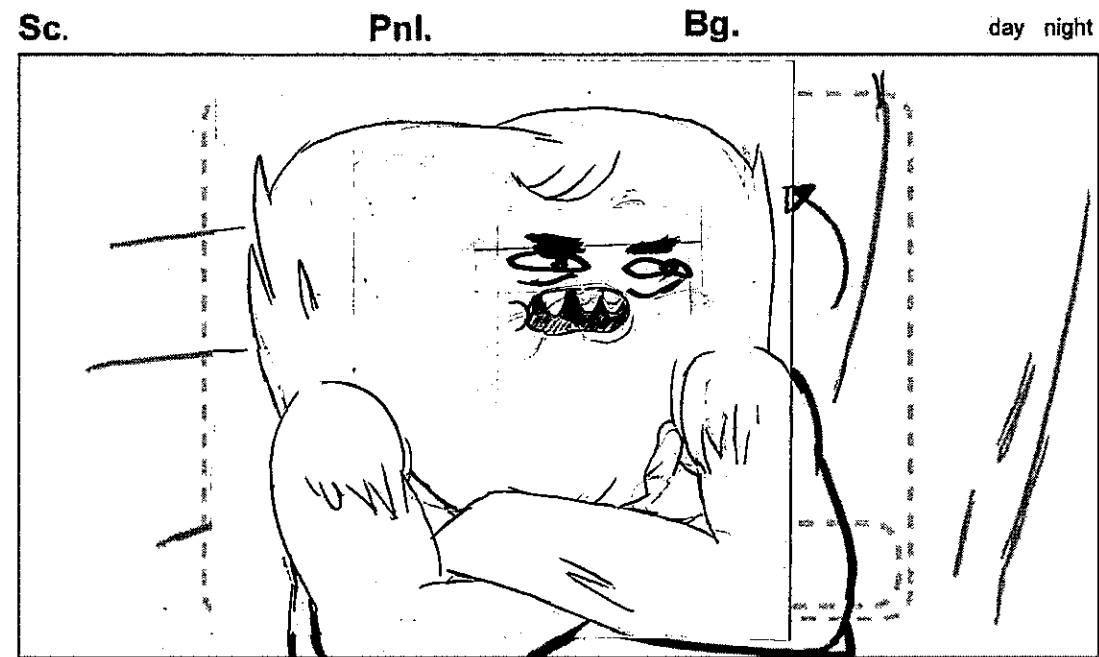
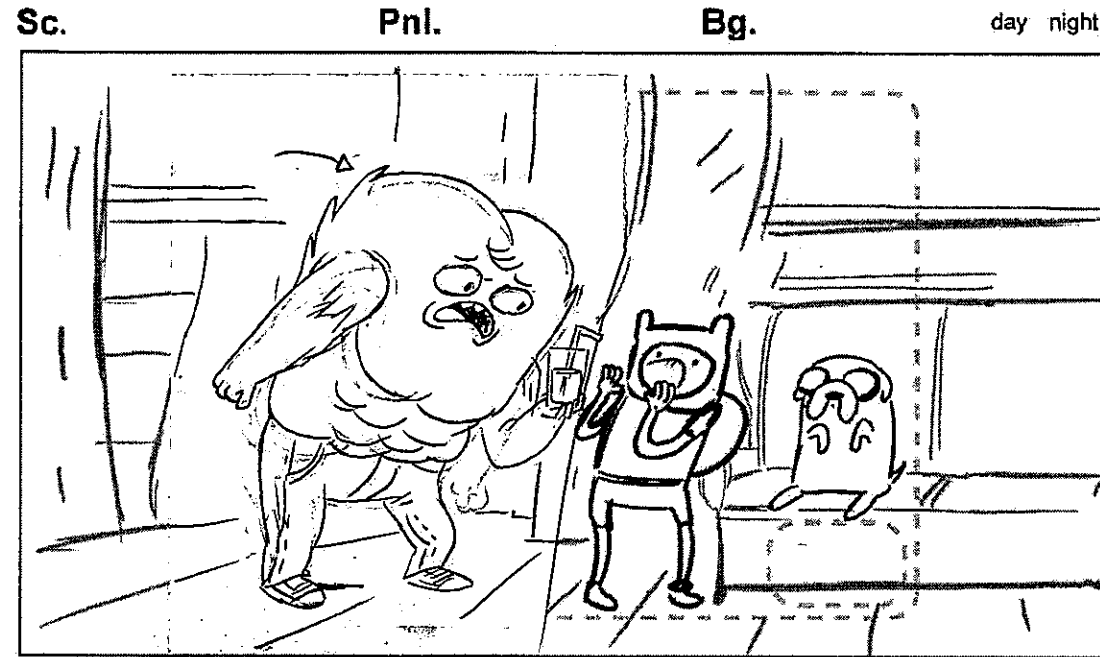
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

D: INSTEAD! I WILL ONLY POLITELY
HAND IT TO YOU...S ONLY!

D: IN SILENCE

Action:

Timing:

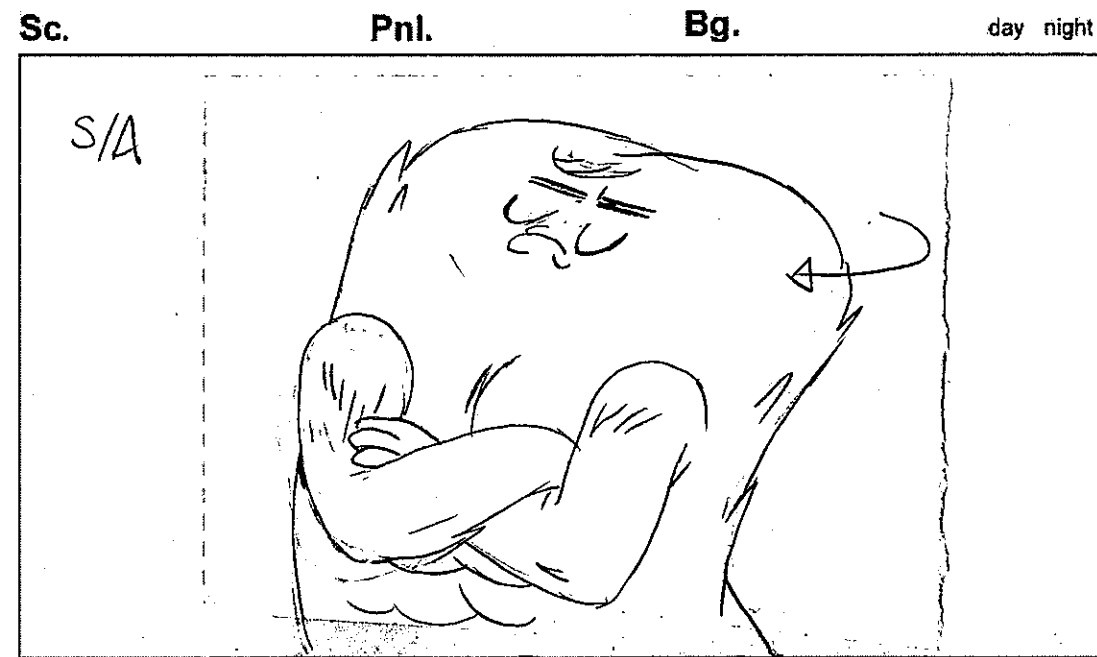
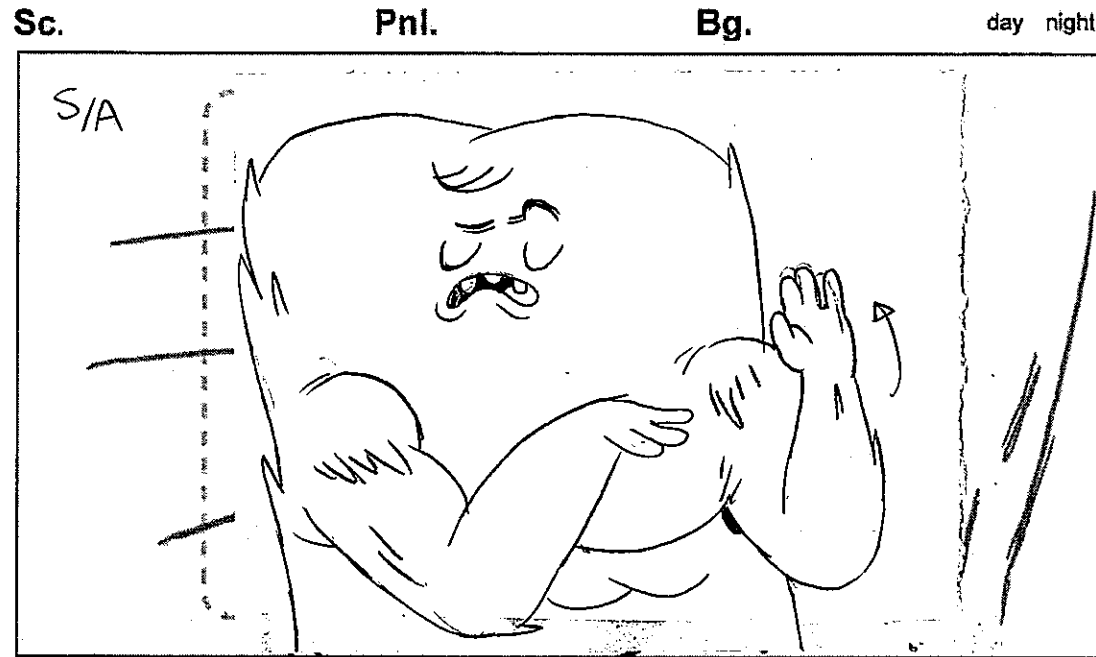
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

D: I'VE NO INTENTION OF BEING
A JERK AGAIN... SELF.

D: HMPH!

Action:

Timing:

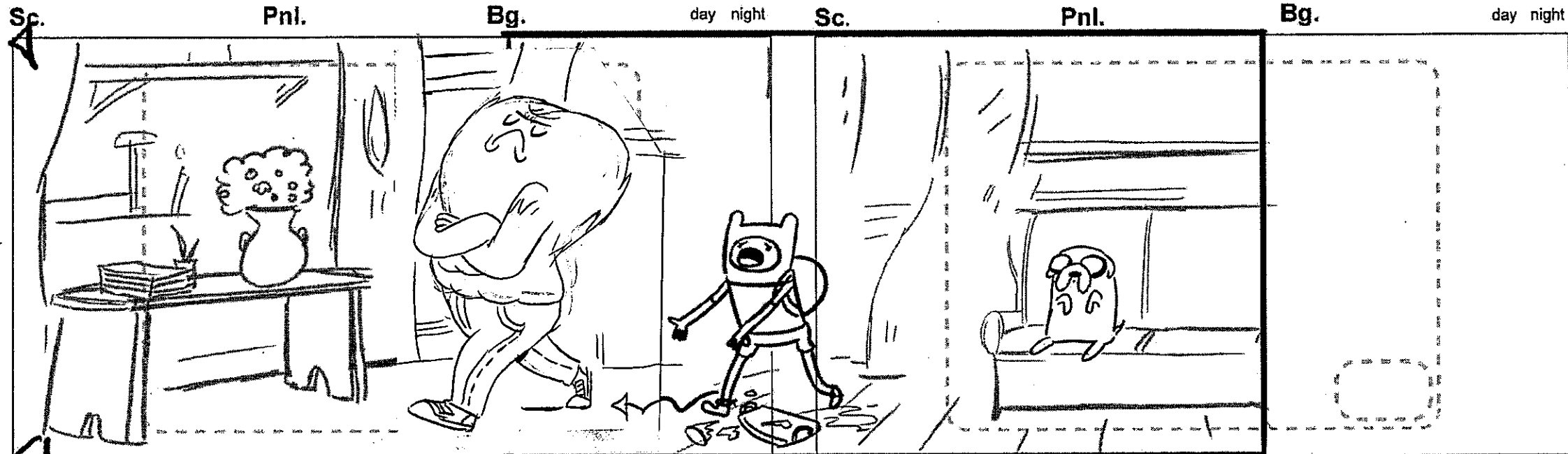
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

PAN W/ Action

F: BUT THE HOUSEBACKS WILL
BE WIPE OUT IF YOU DON'T!

Action:

Timing:

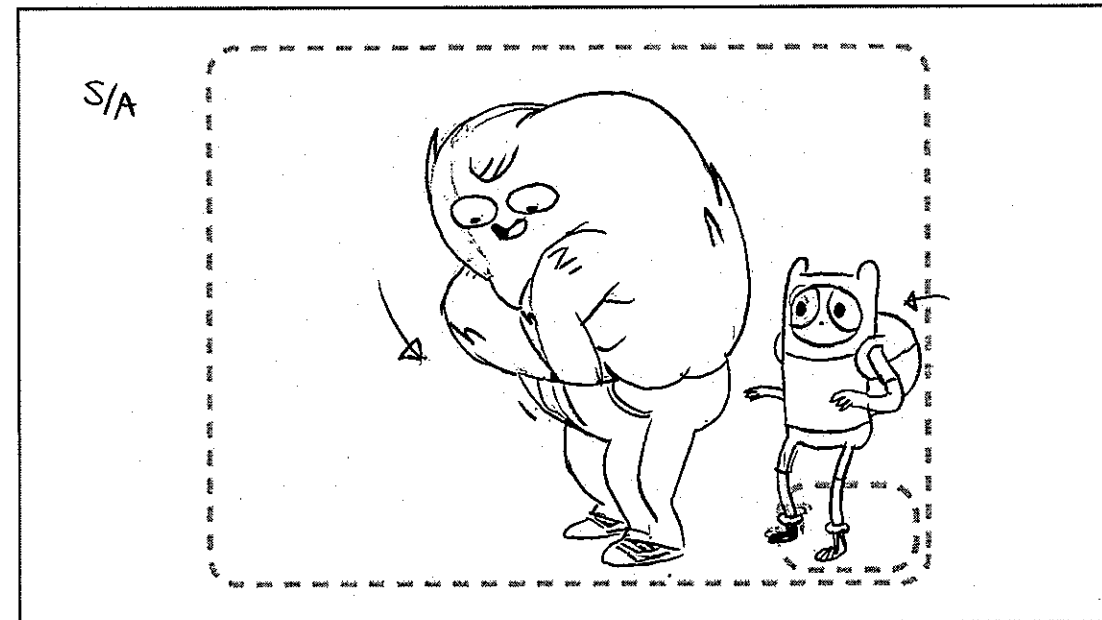
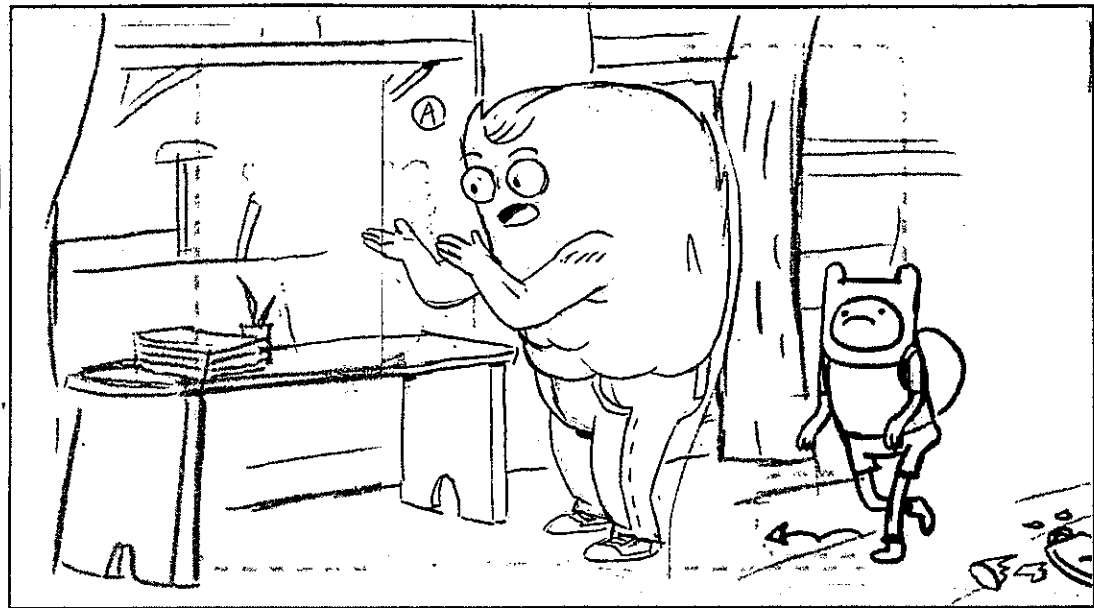
EPISODE #

Production :

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Sc. **Pnl.** **Bg.** day night



Dialog: D: IT SOUNDS TRAGIC ...

D: BUT I'M TURNING OVER
A NEW LEAF...

Action: DONNY REACHES INTO HIS JEANS.

Timing:

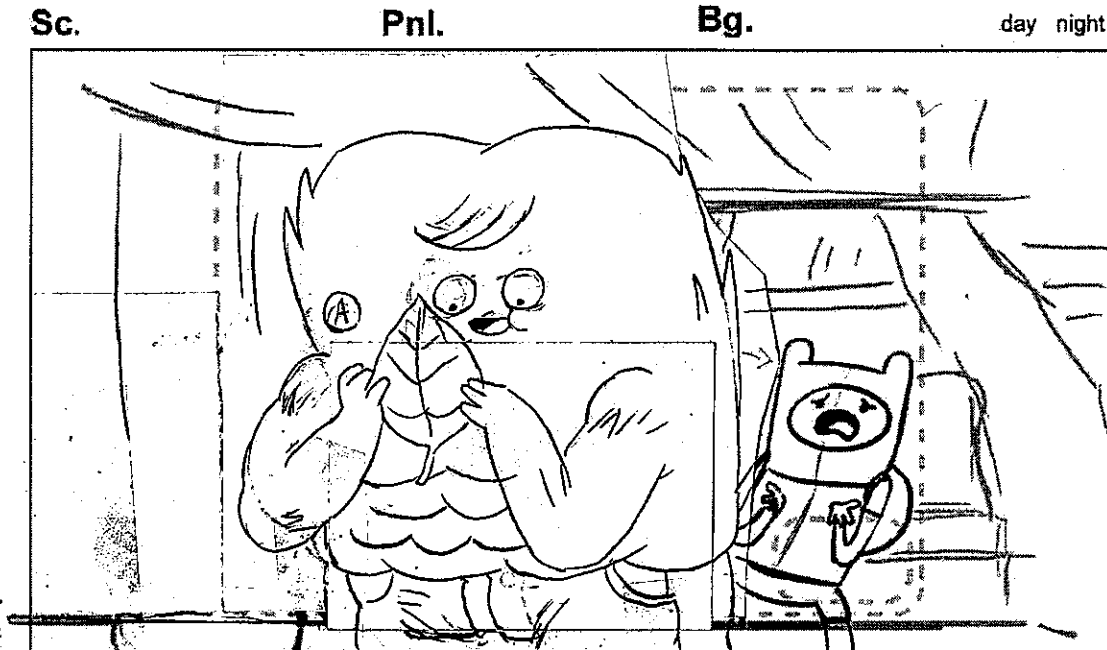
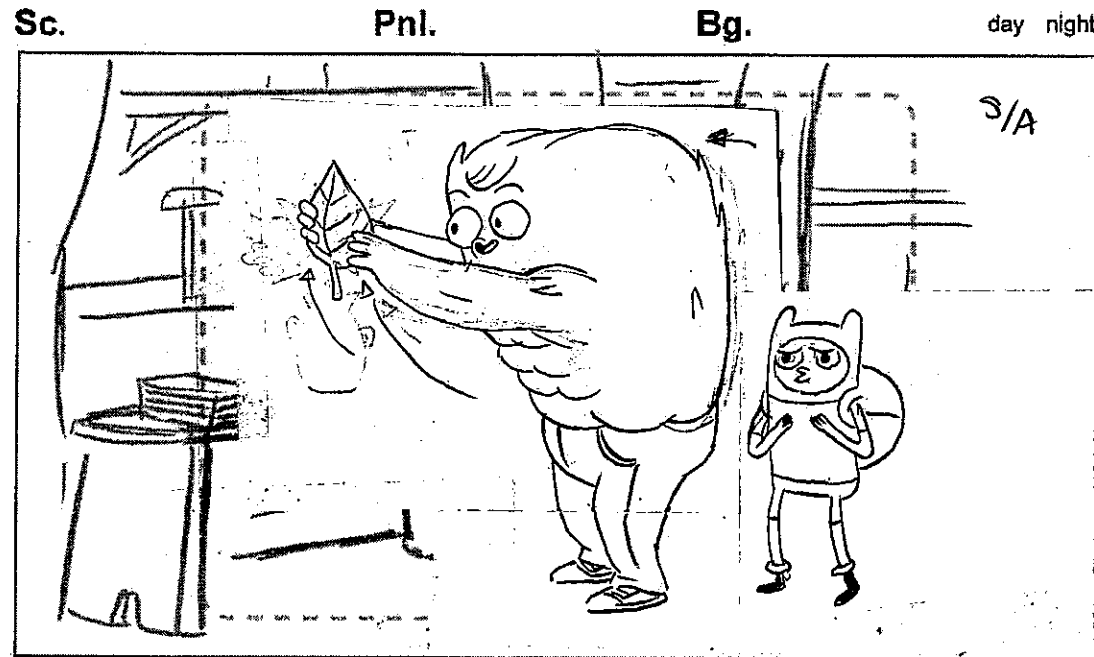
#3DOSIDE#

Production :

ADVENTURE TIME



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Dialog:

D: THIS LEAF!

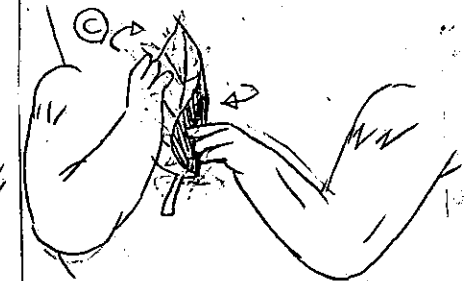
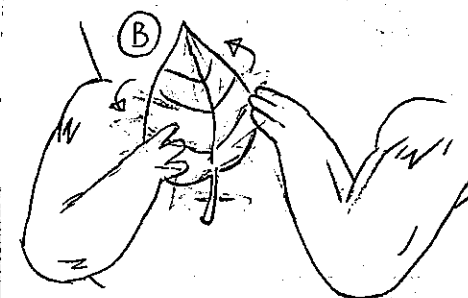
D: TURN. TURN. TURN. TURN
F): DONNY, YOU GOTTA GO!! WDA JERK, TOO.
J: (o/s) DUDE!

Action:

DONNY PULLS THE LEAF OUT FROM HIS JEANS.

Timing:

DONNY TURNS THE LEAF BACK & FORTH



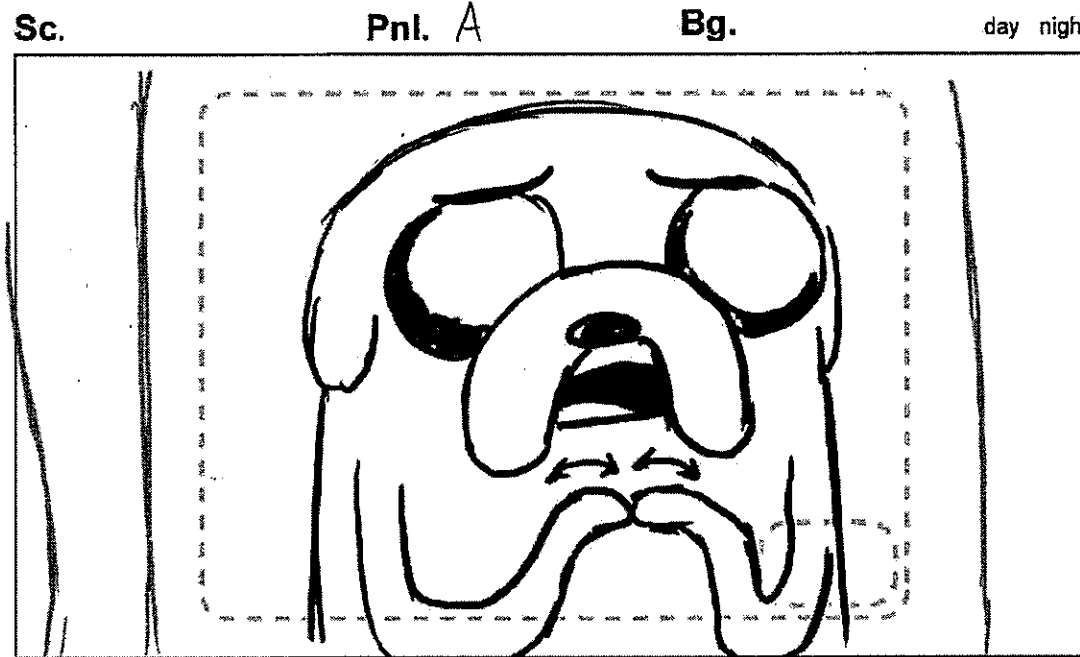
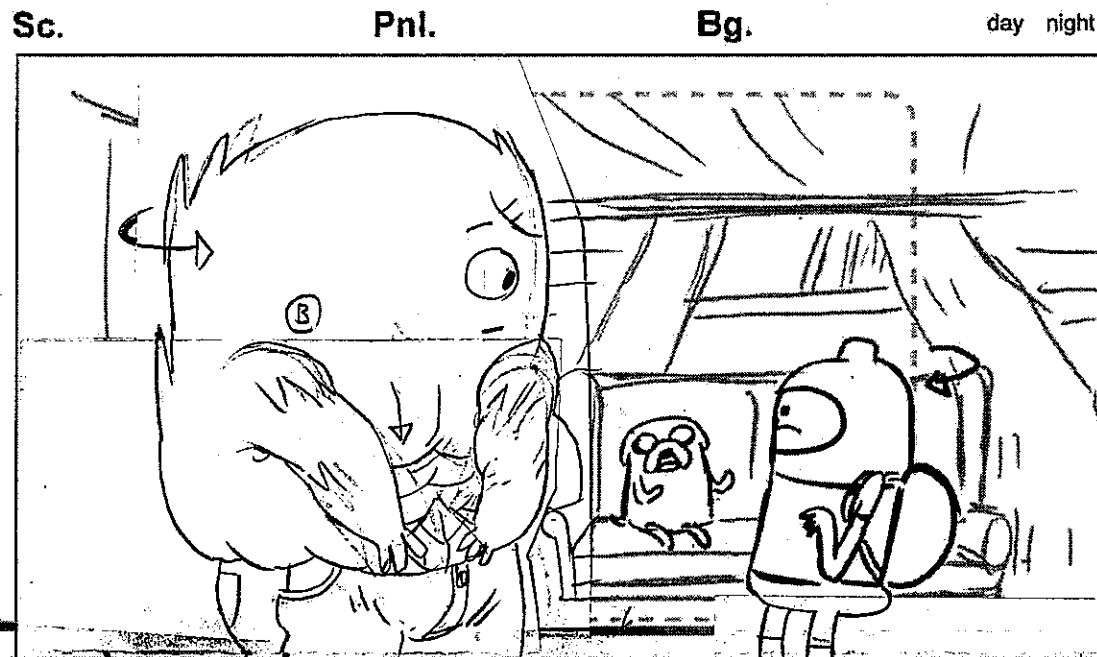
EPISODE #

Production:

ADVENTURE TIME



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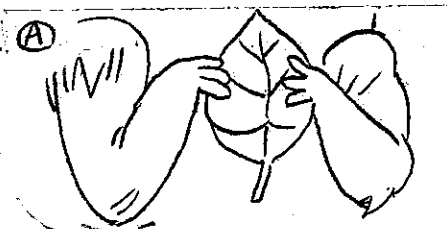


Dialog:

J: ... DO WE HAVE TO CHANGE HIM BACK?

Action:

Timing:



J: ME AND DONNY WERE GOING TO FORM AN EDUTAINMENT FOLK DUO: ...

EPISODE #

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ADVENTURE TIME



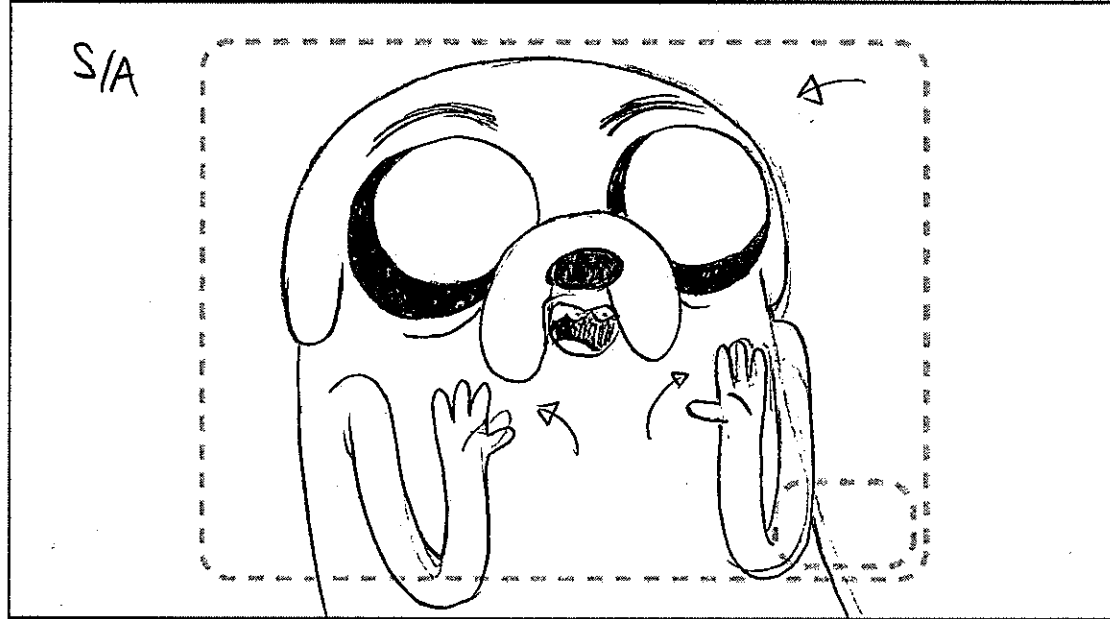
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Sc.

Pnl. B

Bg.

day night

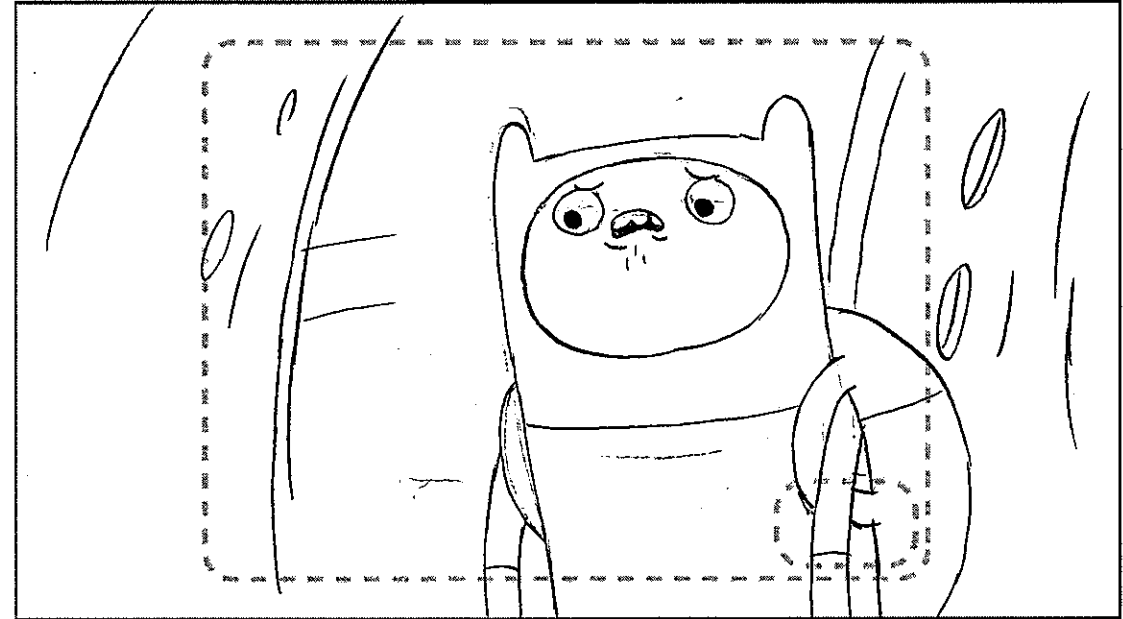


Sc.

Pnl. A

Bg.

day night



Dialog:

J: (WITH WONDER) "TWO IF BY FLEA".

Action:

Timing:

F: (GENTLE) YOU THINK I DON'T WANT HIM TO STAY A COOL GUY? I DO. BUT, JAKE...

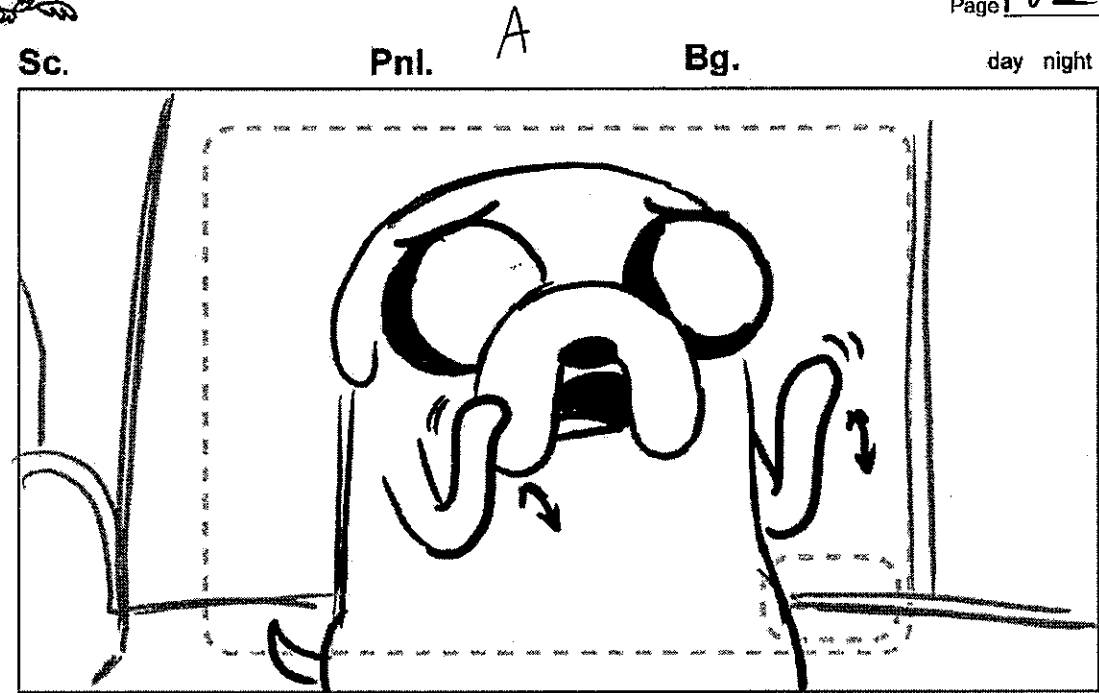
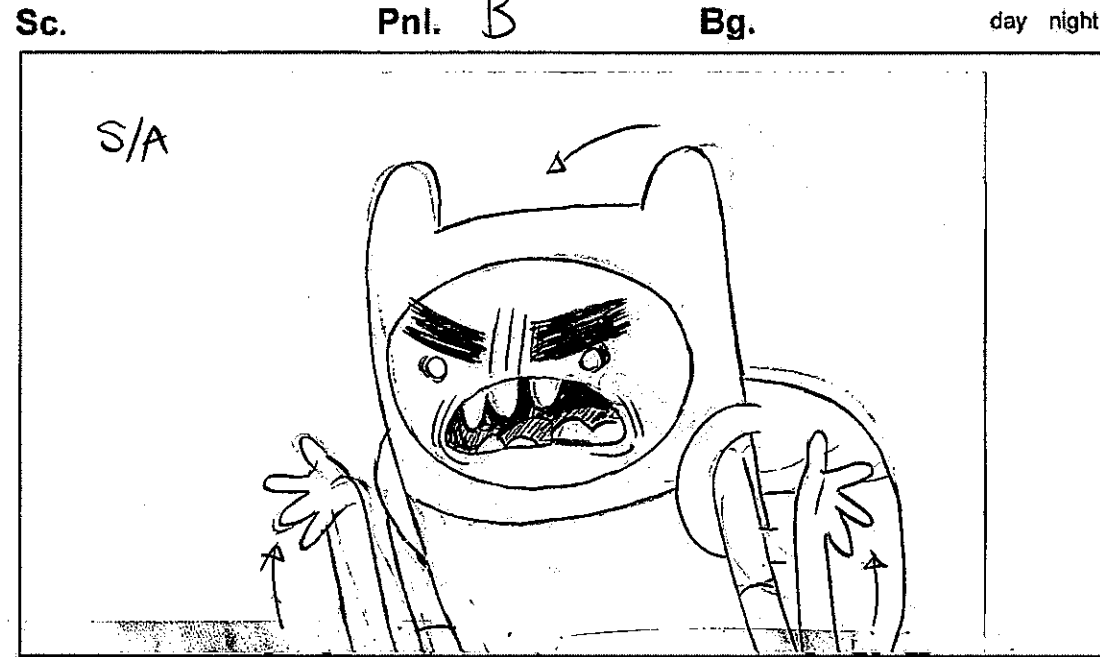
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

F: LIVES ARE AT STAKE !!
COME ON!

Action:

J: RIGHT, RIGHT

Timing:

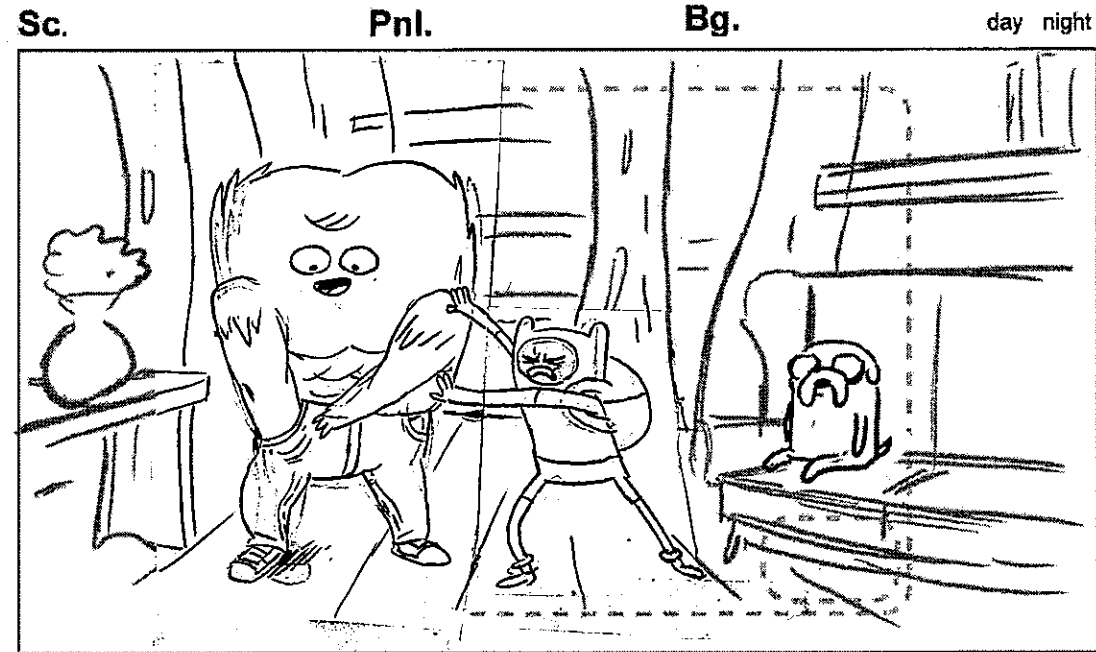
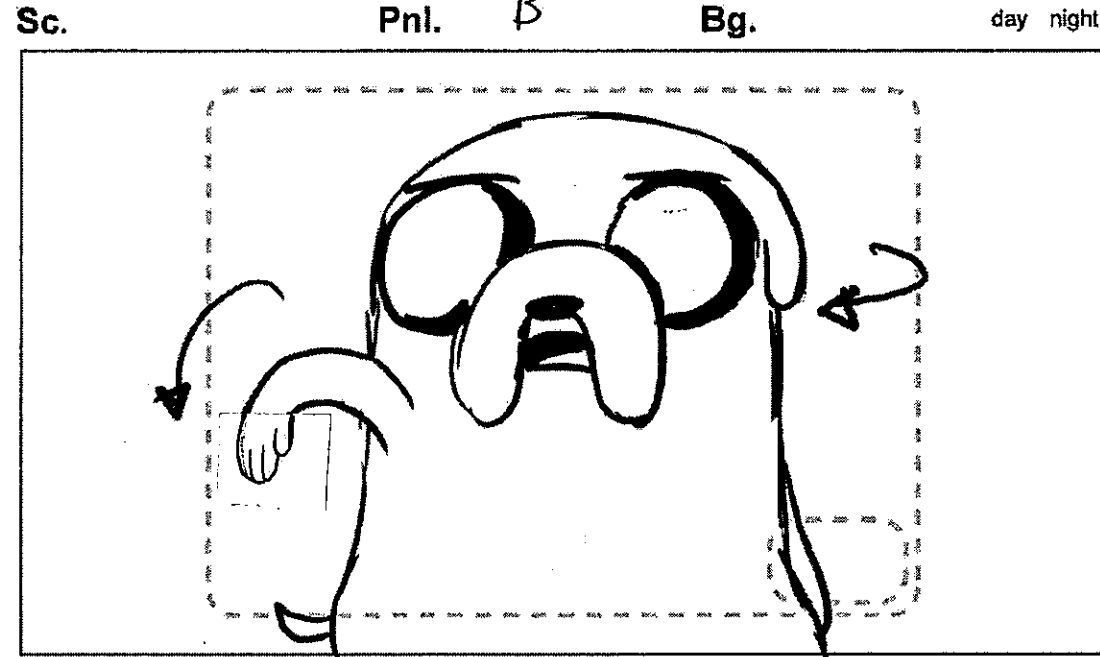
EPISODE #

Production :

ADVENTURE TIME



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Dialog: J: DONNY, GO ~~SAVE~~ TO THE TOWN JCRK
BE A JERK!

D: HEY, SPEAKING OF SONGS ...

Action: JCRK

Timing:

EPISODE #

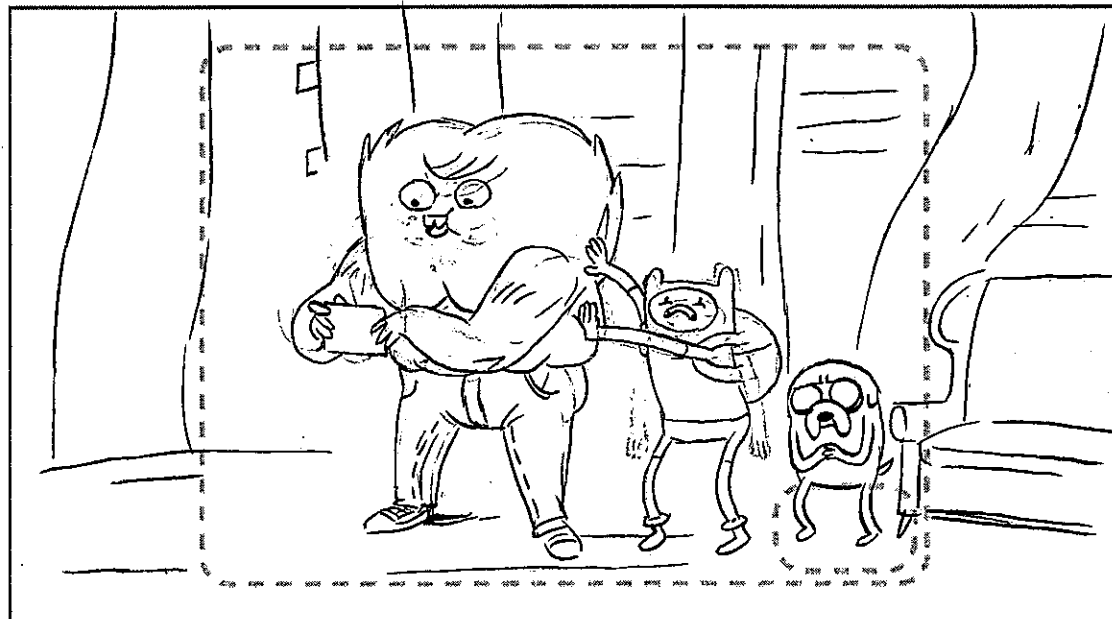
Production :

ADVENTURE TIME

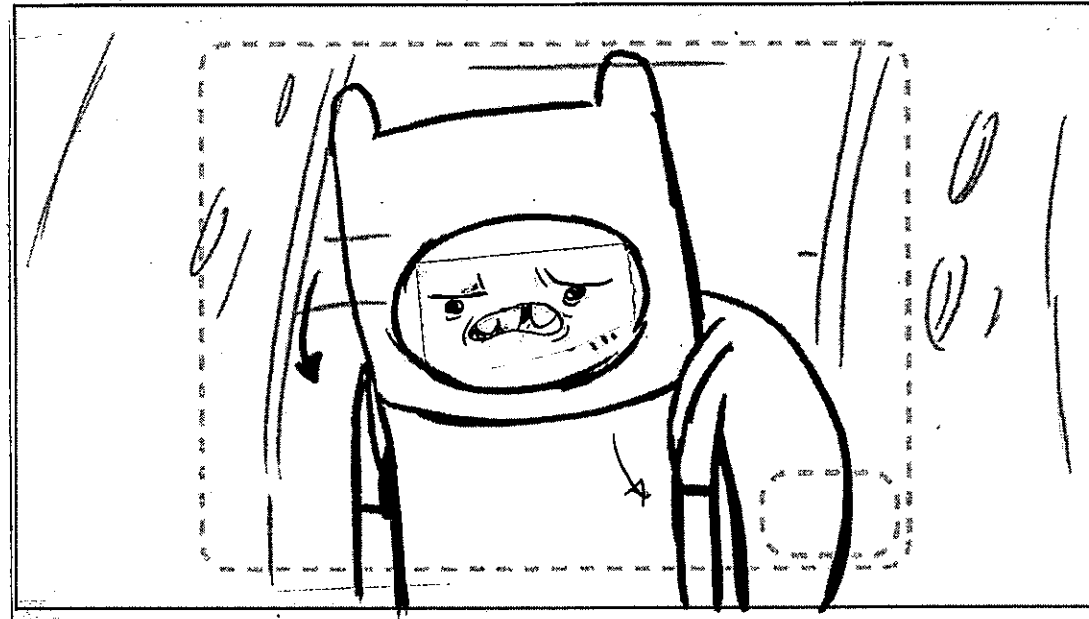


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Sc. Pnl. Bg. day night



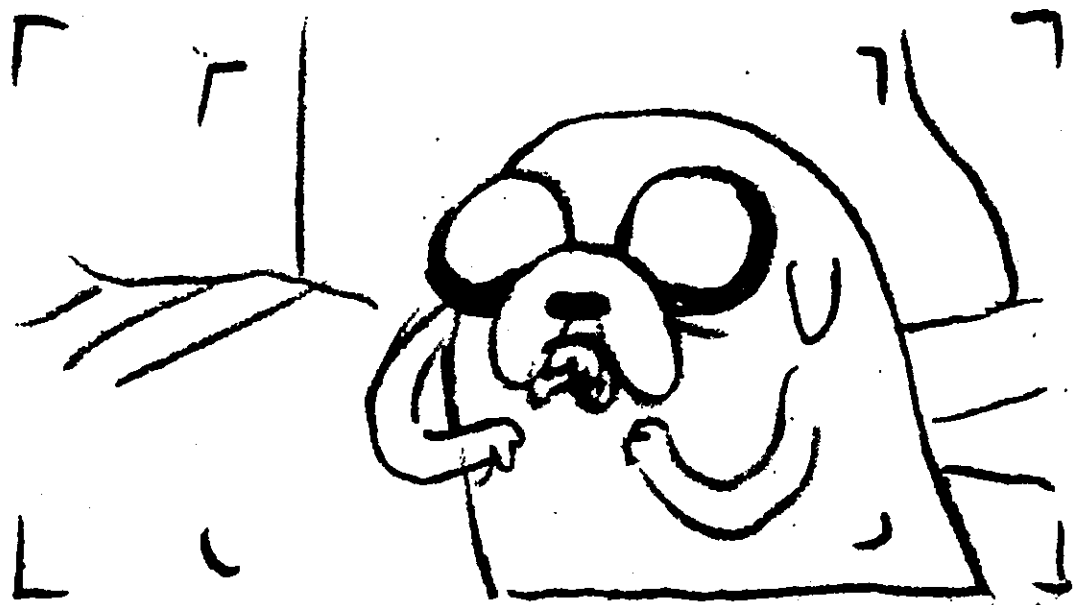
Sc. Pnl. A Bg. day night



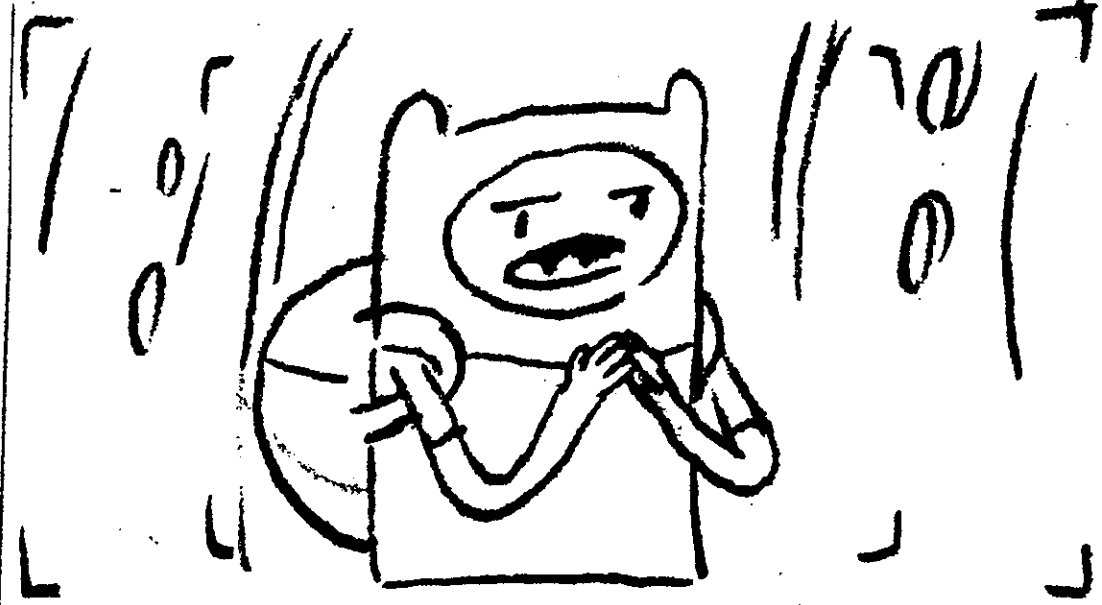
Dialog:	<u>D</u> : I'VE GOT A NEW ONE ABOUT SORTING RECYCLABLES...	<u>F</u> : [MAN!! "HIS..."] <u>D</u> : (o/s) ♪ BREAK THOSE BOXES DOWN...
Action:		
Timing:		

EPISODE #

Production :



J: WHAT DO WE DO, FINN



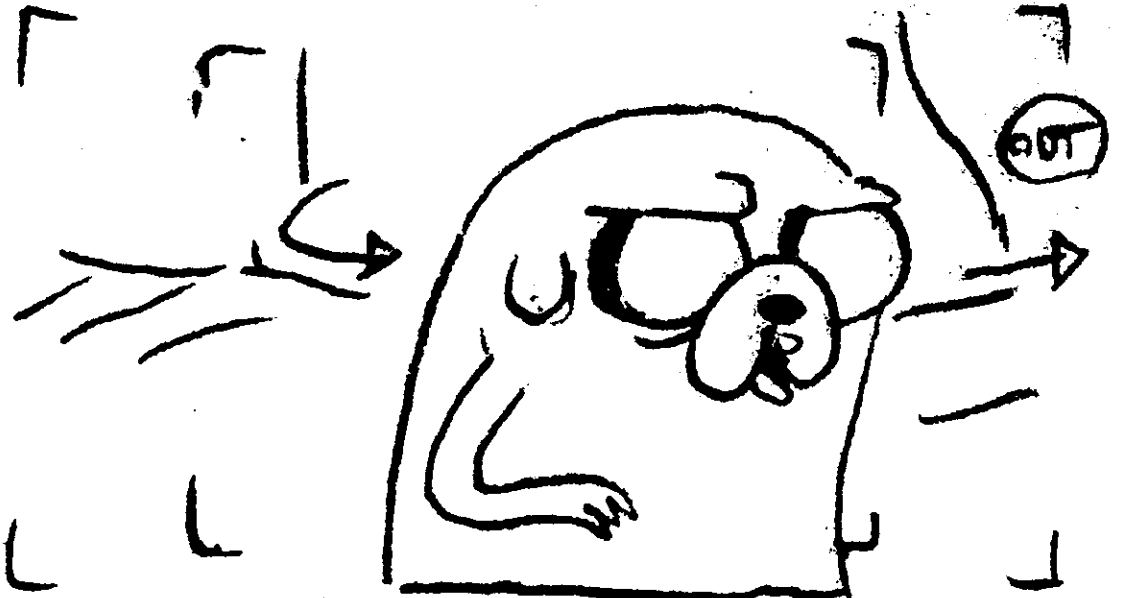
F: WE TAUGHT HIM CIVILITY...

RESPONSIBILITY

Action
Findings



E: NOW, DONNY NEEDS TO FEEL
THE STEEL-TOED BOOT OF RESPONSIBILITY.



J: RIGHT... I'LL GO GET IT.

Twins

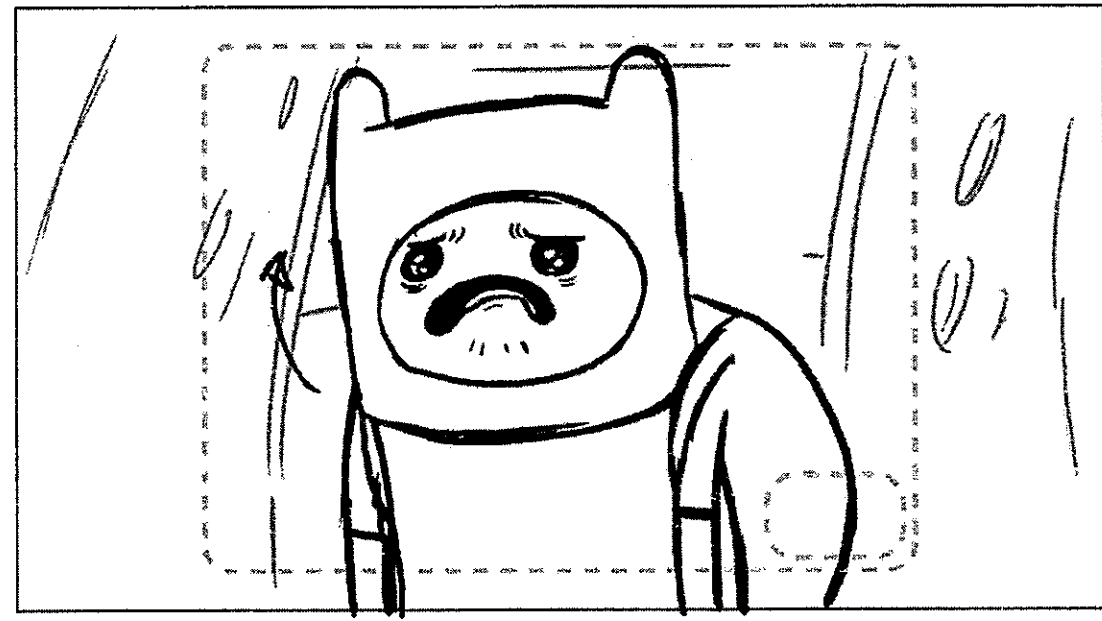
Product

ADVENTURE TIME

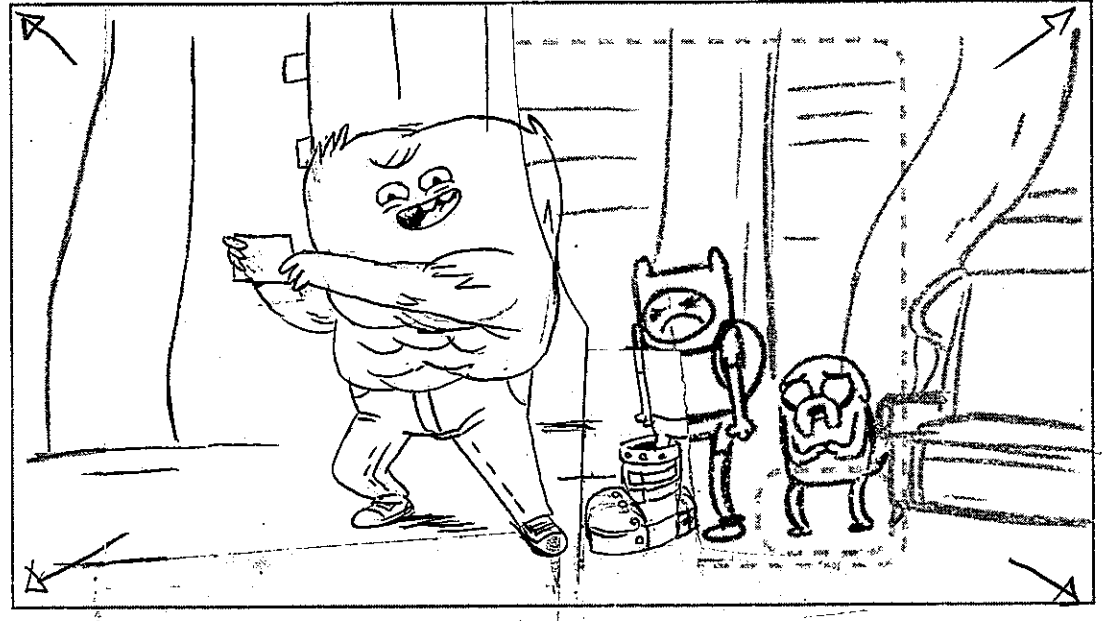


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Sc. Pnl. B Bg. R/T day night



Sc. Pnl. A Bg. day night



Dialog:
 E: (TORTURED) I'M SORRY, DONNY...
 D: (S) DOWN DOWN DOWN...

D: GREEN GLASS AND BROWN BROWN BROWN--
 (S) DOWN DOWN DOWN...

Action:

Timing:

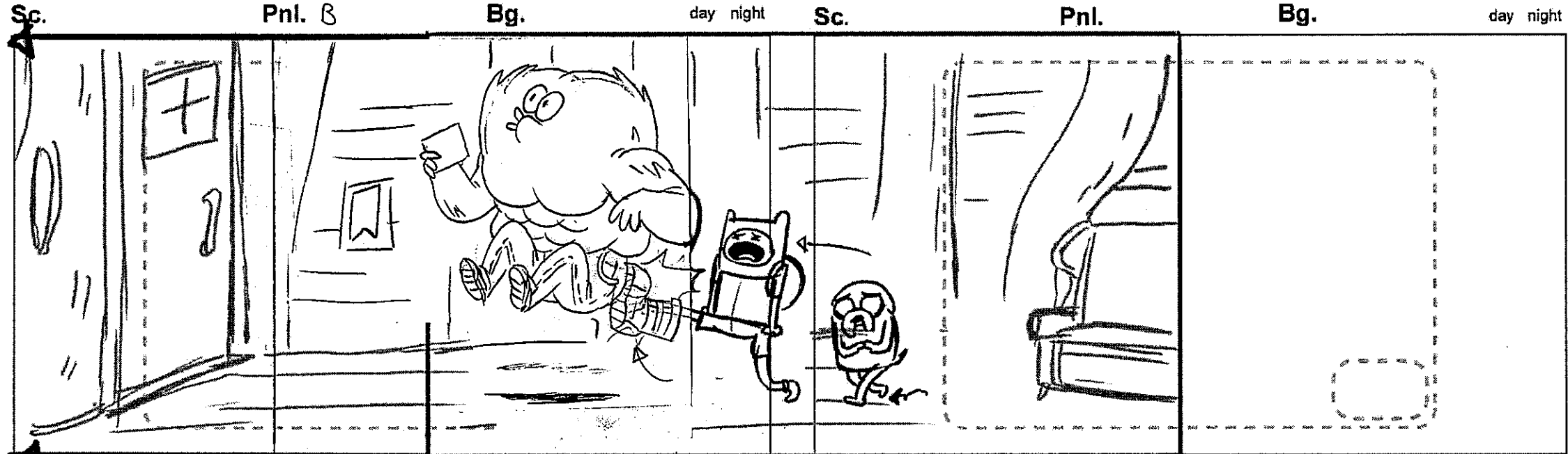
EPISODE #

Production :

ADVENTURE TIME



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PAN W ACTION

Dialog:

F: KICK!

D: OW!

SFX: KLANG!!

Action:

Timing:

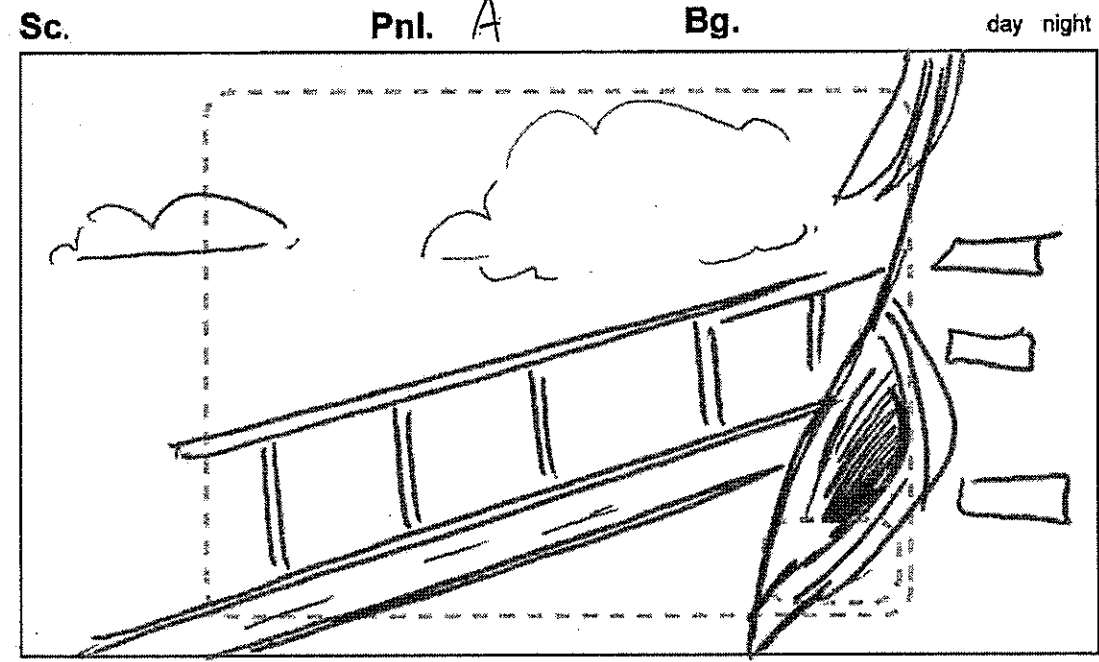
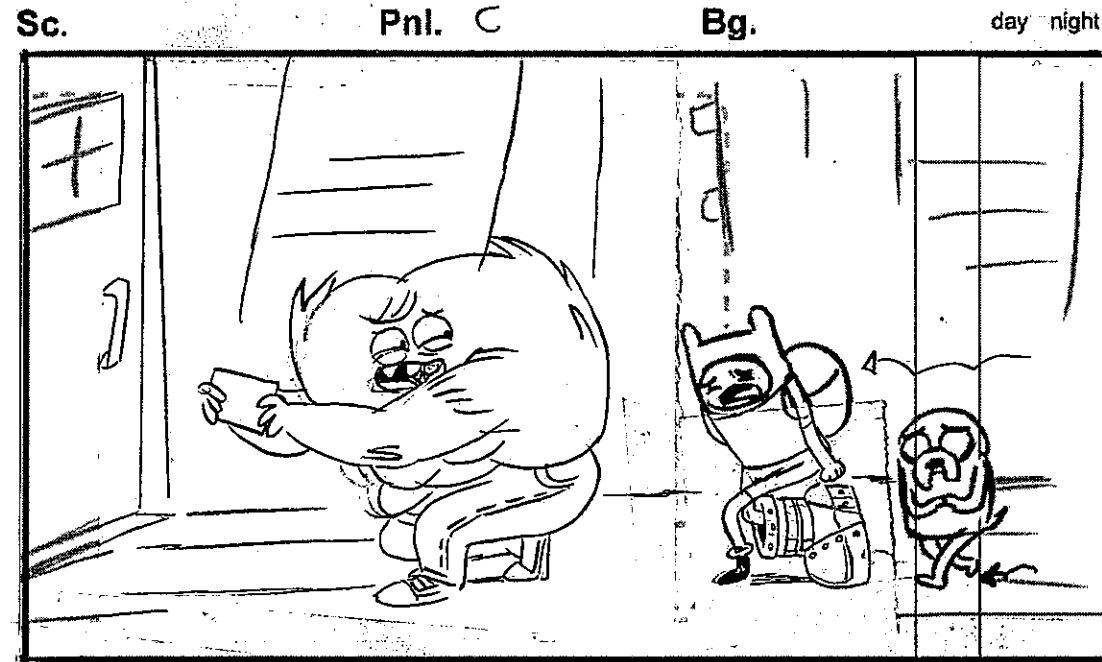
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

D: HEH... OH.
S-SO YOU DIDN'T CARE
FOR THAT ONE.

SFX: (METAL SCRAPING)

CUT TO

F: (SNIVELING) FOR THE GOOD OF
THE MANY!

S.P.

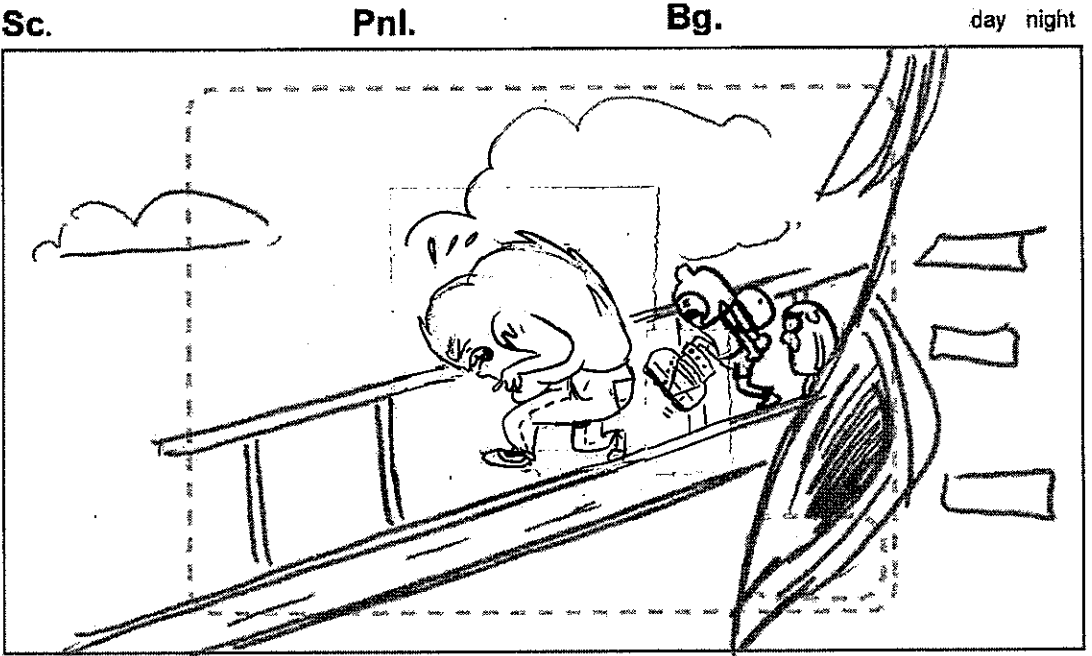
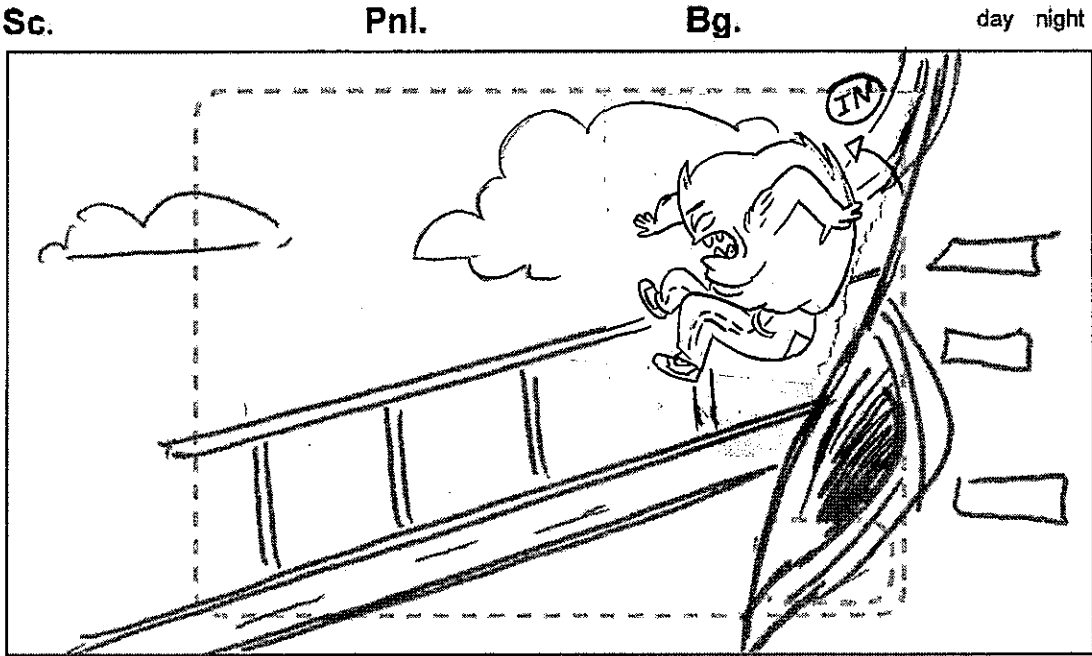
Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	D: MERCY! DO THIS. SFX: KLANG!	D: [WHIMPERING]
Action:		
Timing:		

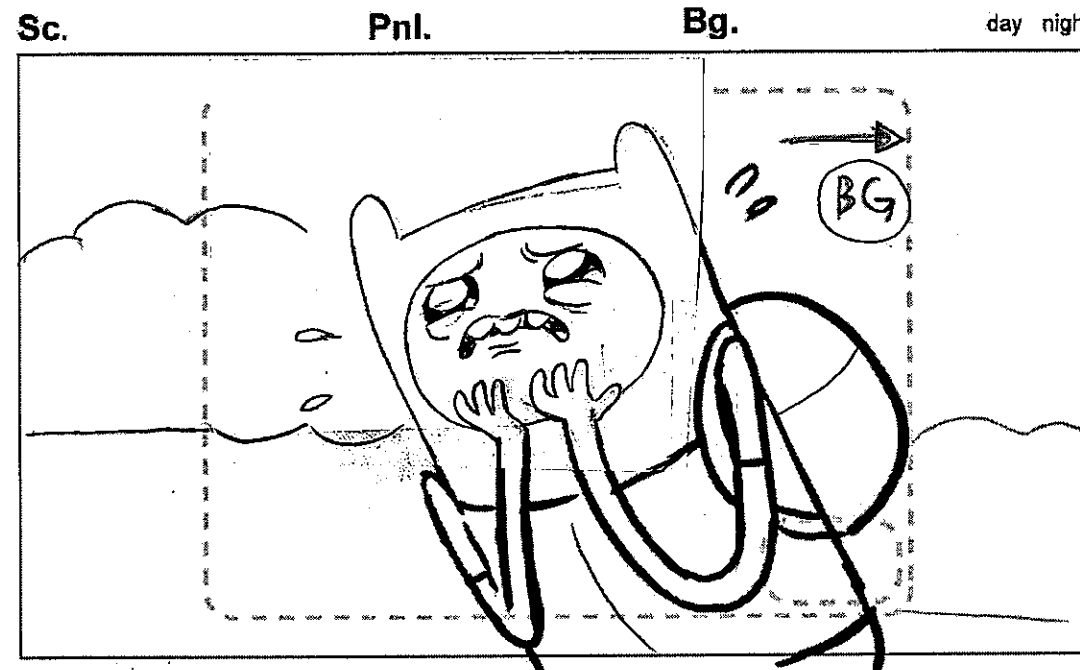
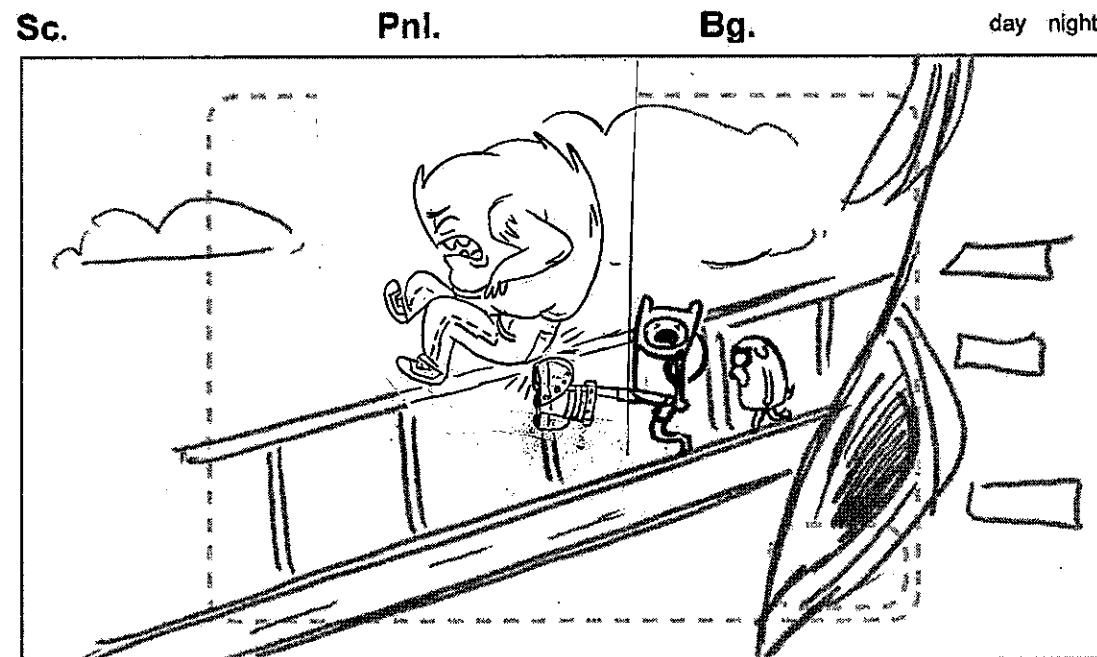
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

E: KICK!

D: I DON'T WISH IT!

SFX: KLANG!

E: (WEEPING) FORGIVE ME, DONNY!

Action:

Timing:

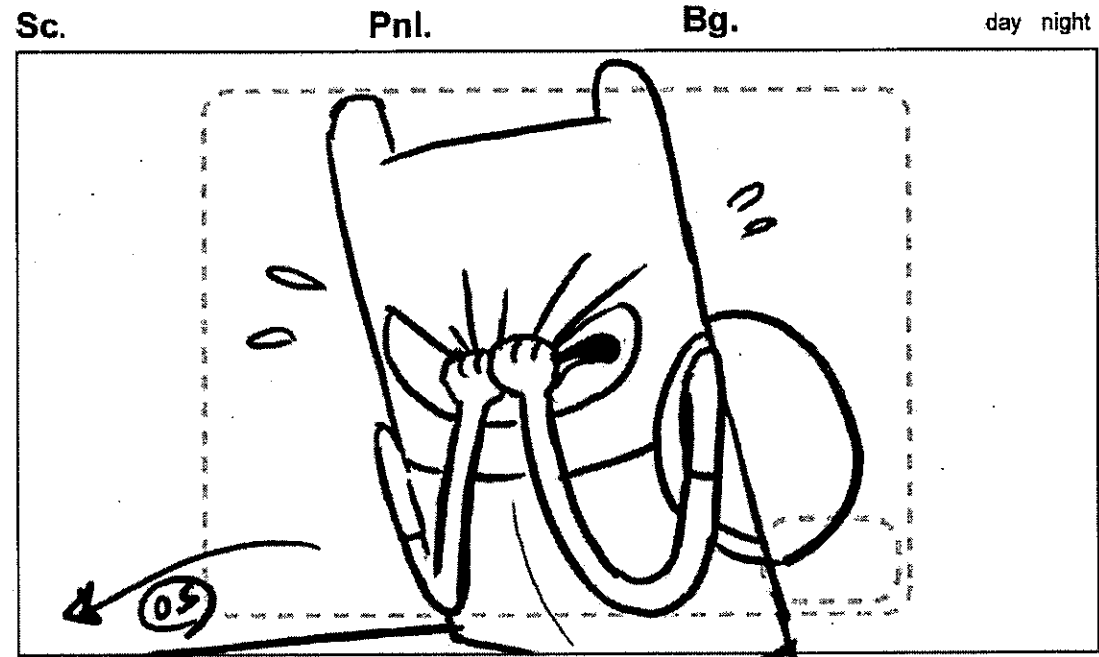
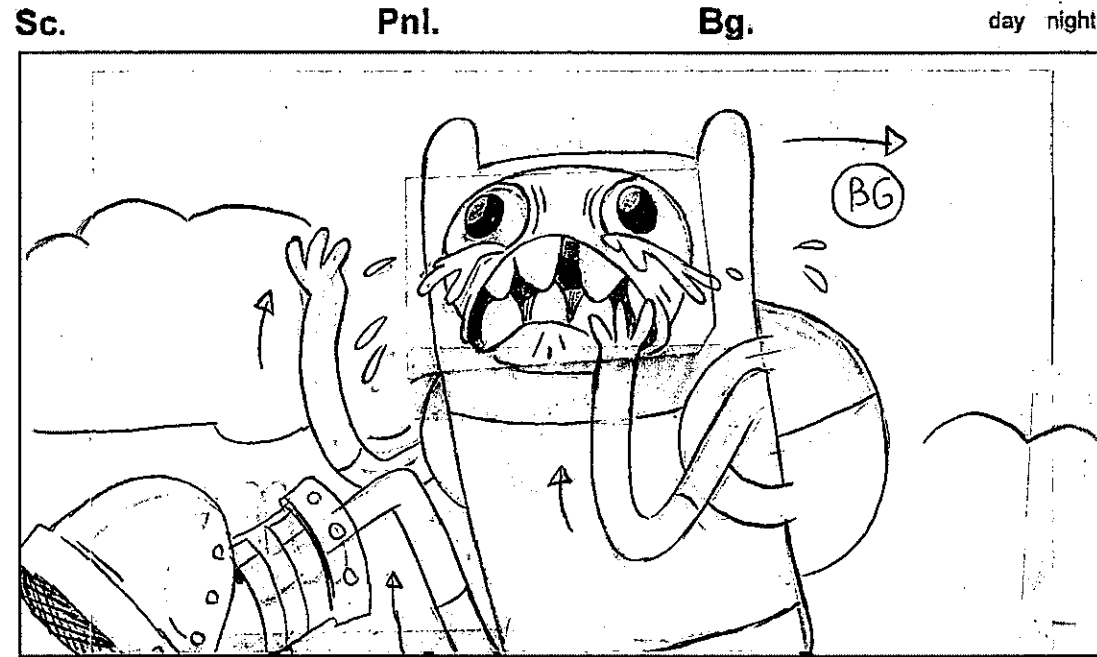
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

F: [SOBBING] WAAGH!!
FORGIVE ME!!

D: (O/S) OUCH!

SFX: KLANG!!

Action:

Timing:

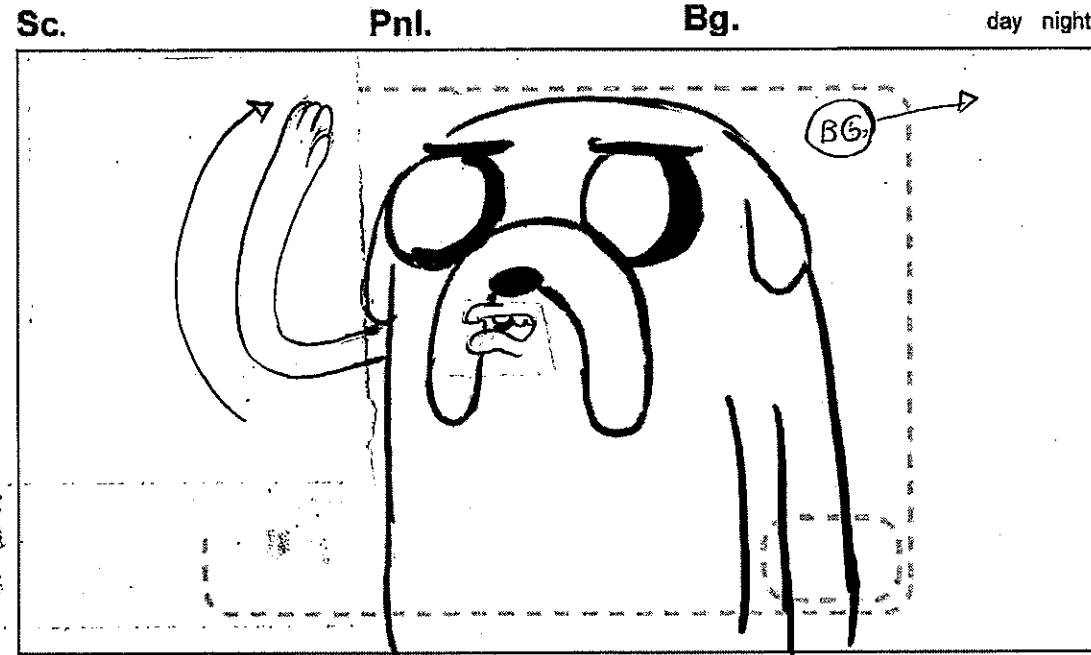
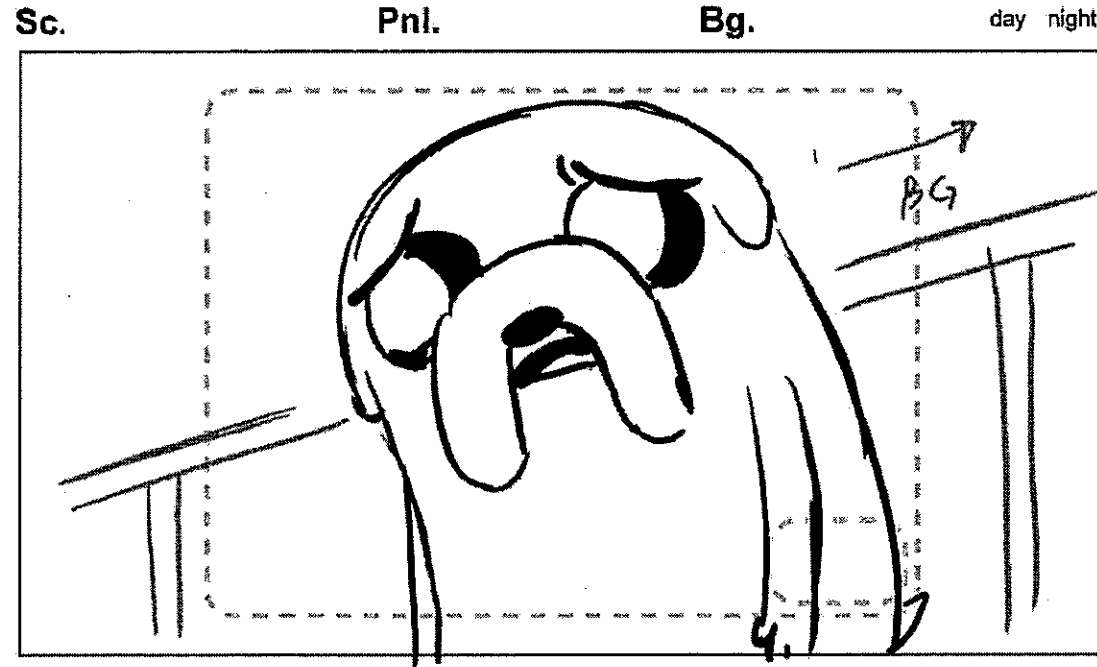
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

J: [SIGH] FORGIVE ME, TOO.

J: (STERN) AND KEEP MOVING.

Action:

Timing:

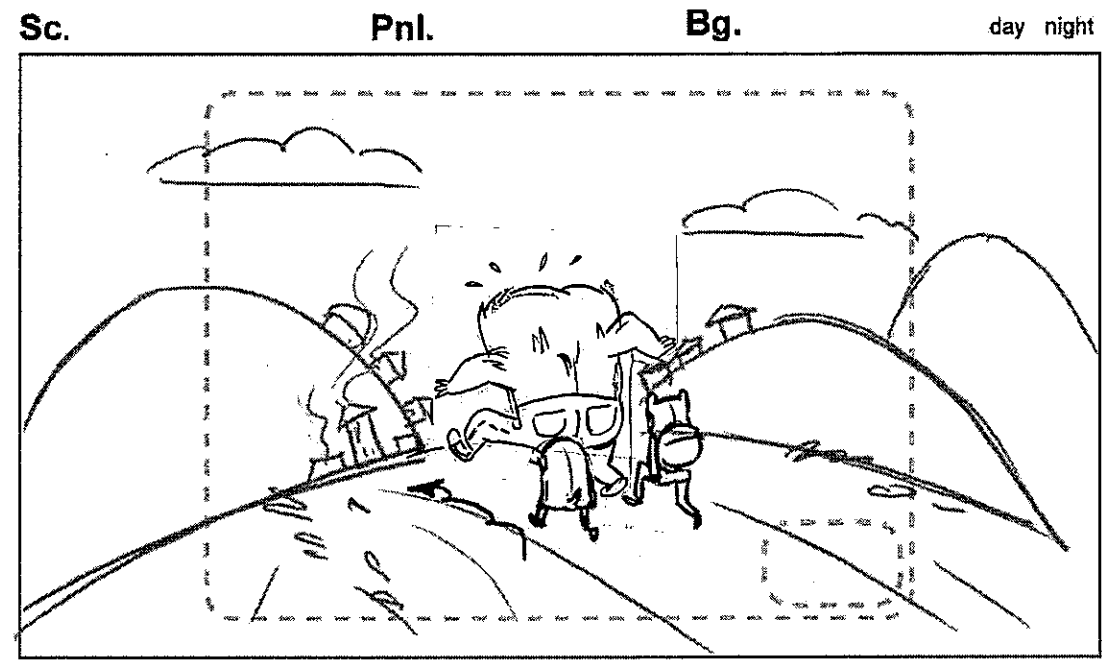
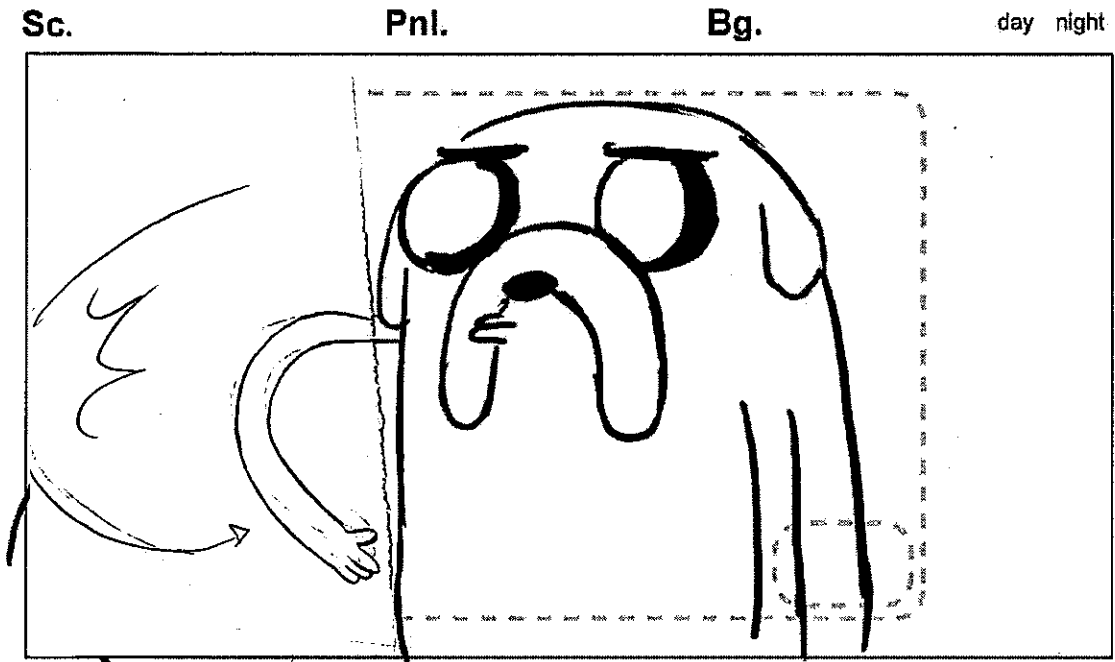
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

D: (o/s) AH!

SFX: [WHIP CRACK]

D: (SINGING/SADLY) EMPATHY... EMPATHY..

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

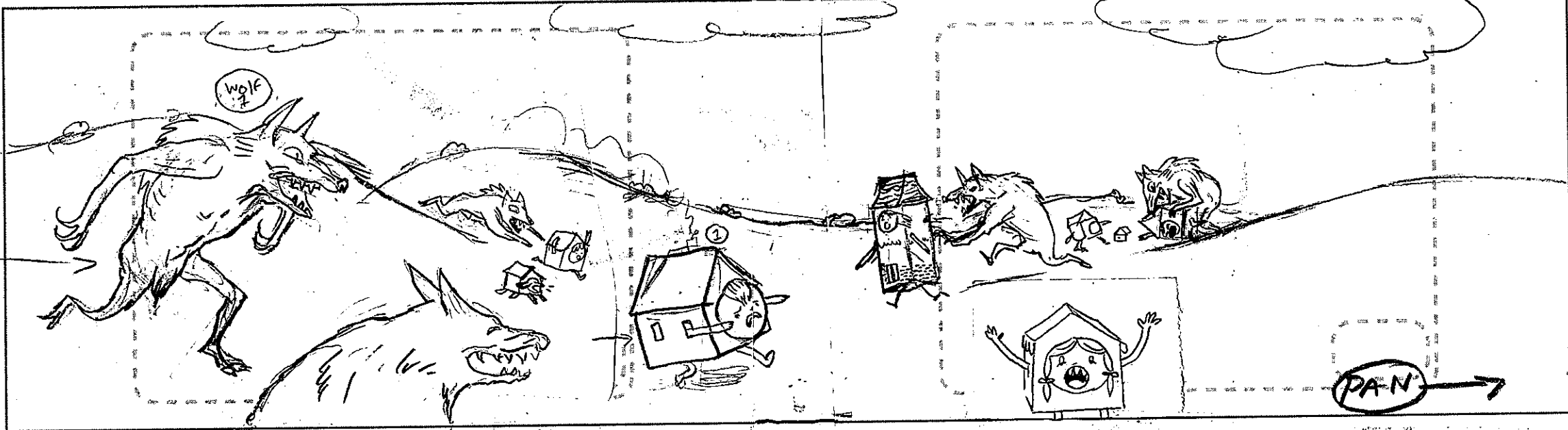
Dialog:	D: OWW!! SFX: KLANG!	D: PUT YOURSELF IN THE PLACE ... OF ME ...
Action:		
Timing:		

EPISODE #

Production :



Sc. Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:
HOUSES : <FREAKING OUT WALLA>
WOLVES : <GROWLING>
SFX: [DESTRUCTION]

Action:
Camera Follows wolf 1 as he chases house 1.

Timing:

EPISODE #

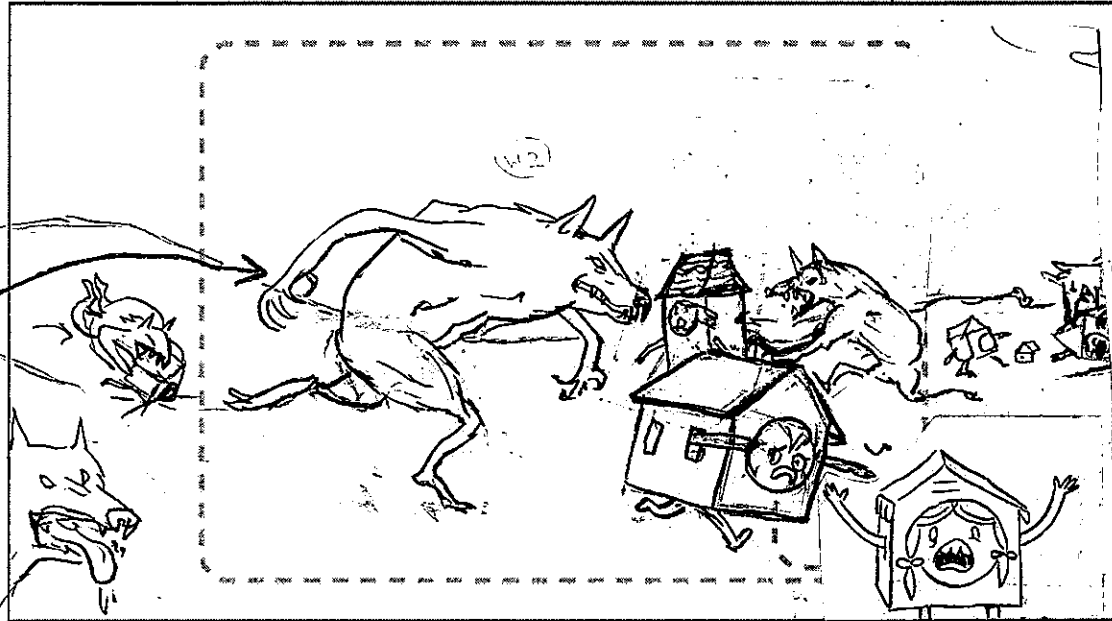
Production :

ADVENTURE TIME

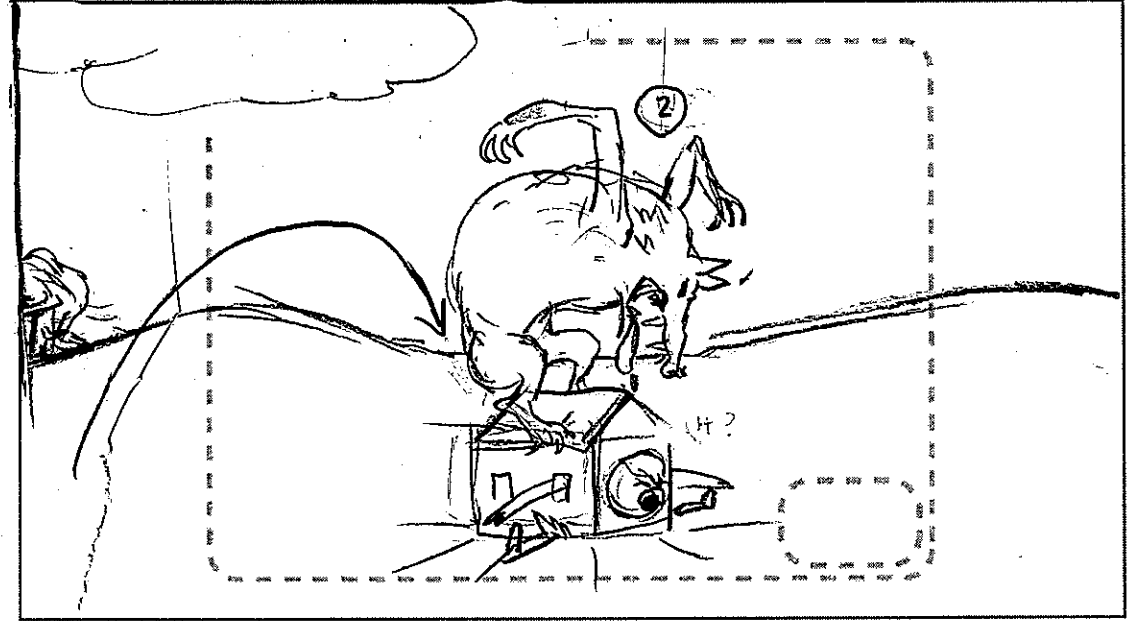


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Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p> <p><u>W. WOLF</u>: 'HEY, YOU!'</p>		<p><u>W. WOLF</u>: 'HOUSE' IT GOING, HEH.</p>
<p>Action:</p>		<p>wolf pounces on roof, Houseperson is forced into splits</p>
<p>Timing:</p>		

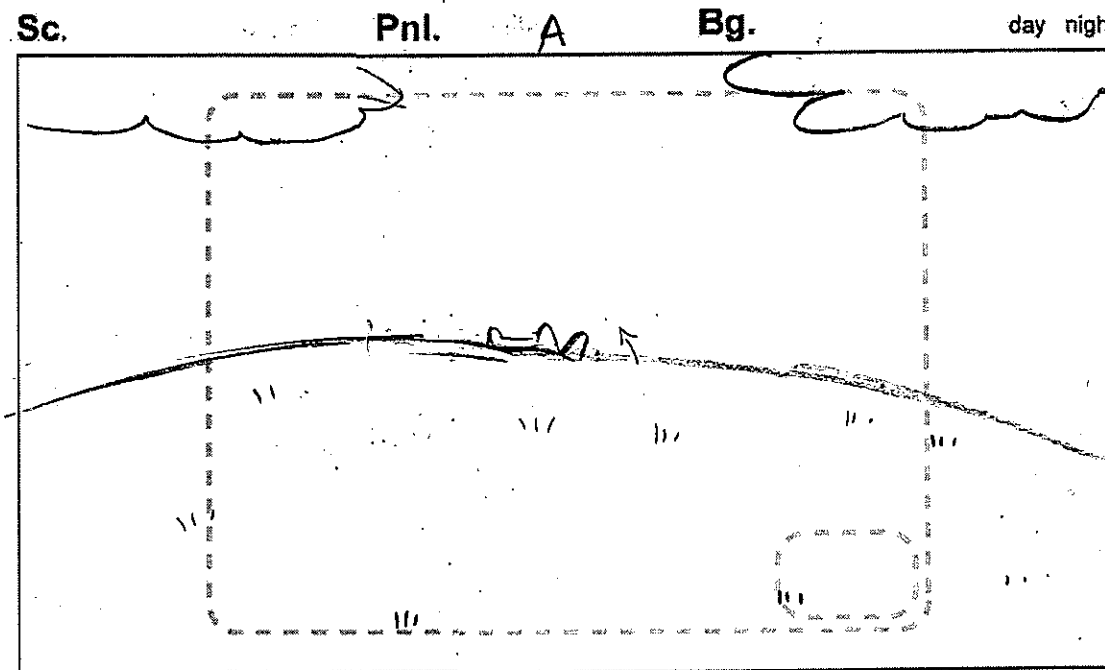
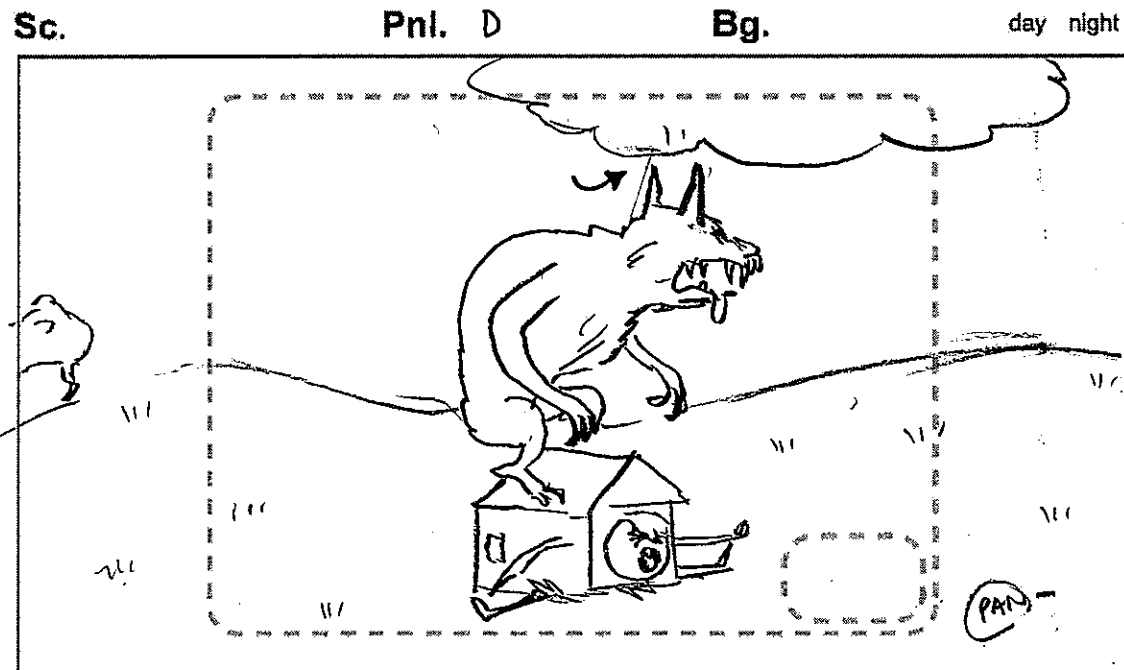
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

W.WOLF: HNH?

(F&J)
= HUFF HUFF

Action:

wolf turns as something os catches his eye

tips of F's hat and
Donny's shoe appear
over the hill

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page

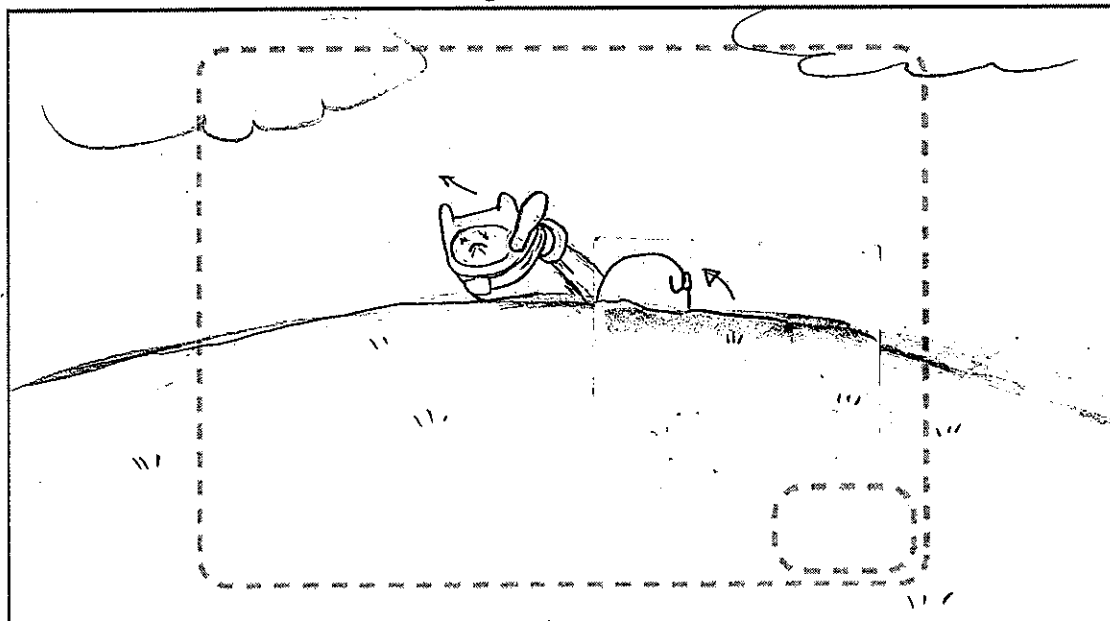
198

Sc.

Pnl. 8

Bg.

day night

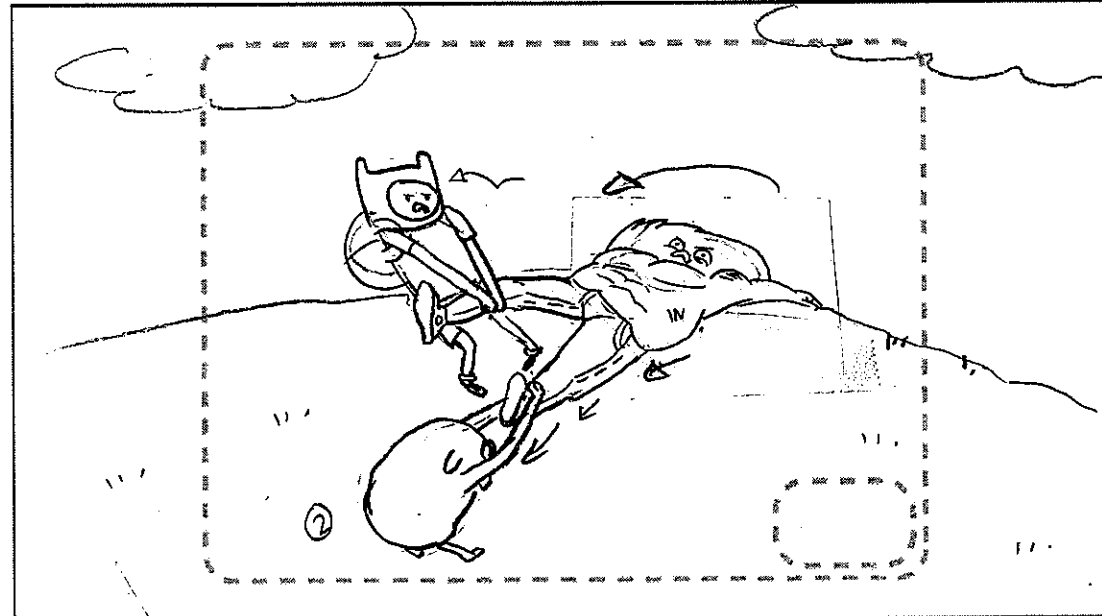


Sc.

Pnl. C

Bg.

day night



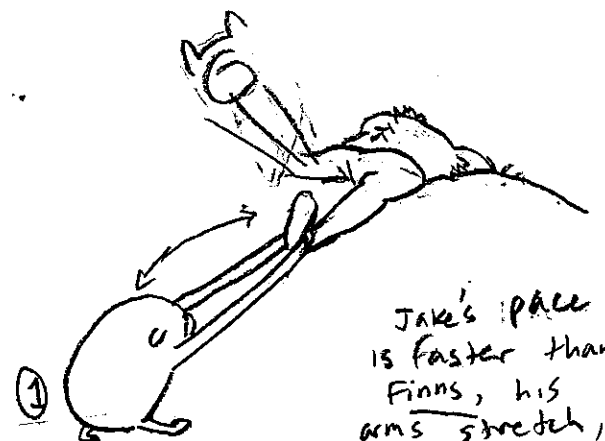
Dialog:

DONNY:
NO! STOP!
NO!

Action:

Finn and Jake come into view w/ donny's leg

Timing:



Jake's pace
is faster than
Finn's, his
arms stretch,
then retract to
pull Donny.

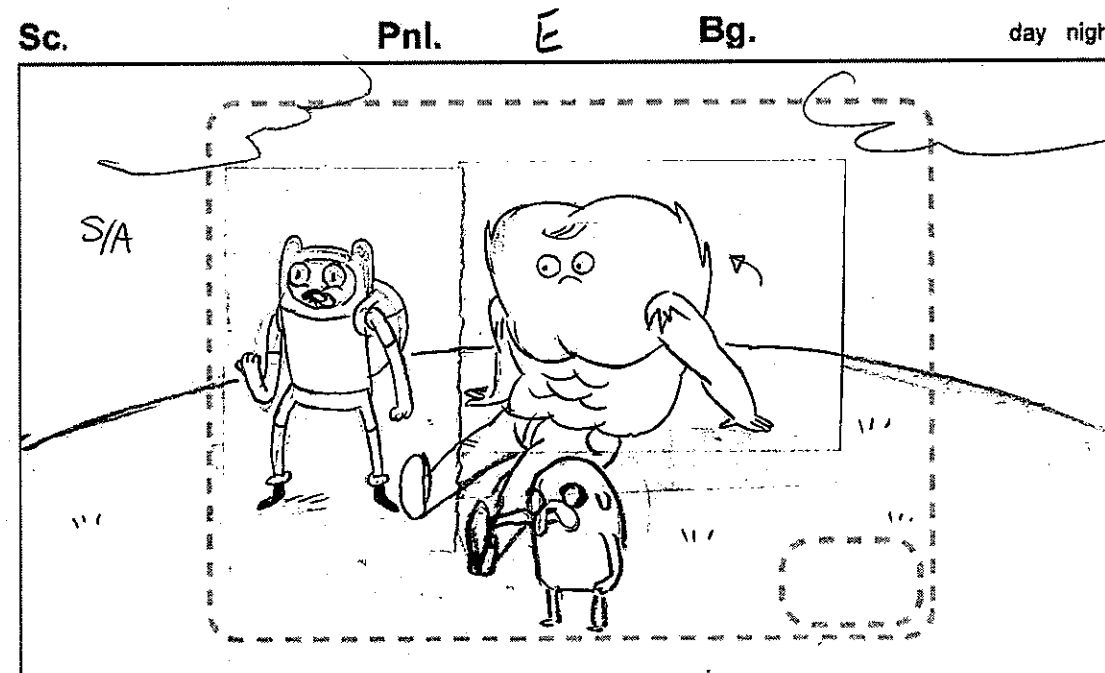
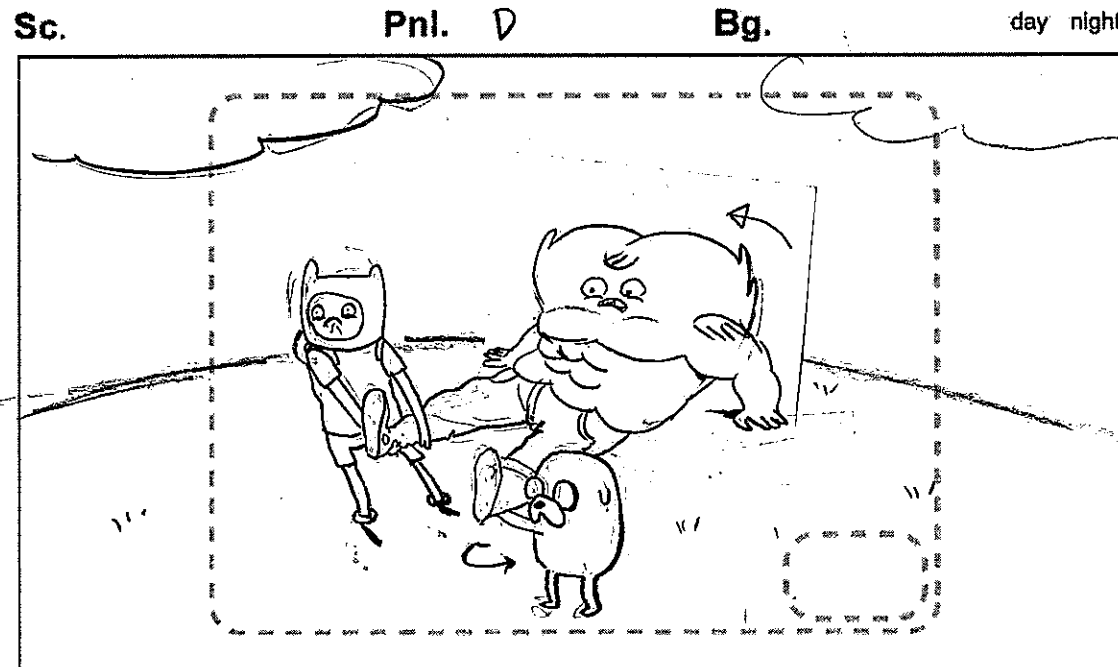
EPISODE #

Production :

ADVENTURE TIME



Page 199



Dialog:

E: YOU'RE IN TROUBLE NOW, WOLVES!

Action:

Finn, Jake, and Donny look O/S

Timing:

EPISODE #

Production :

ADVENTURE TIME

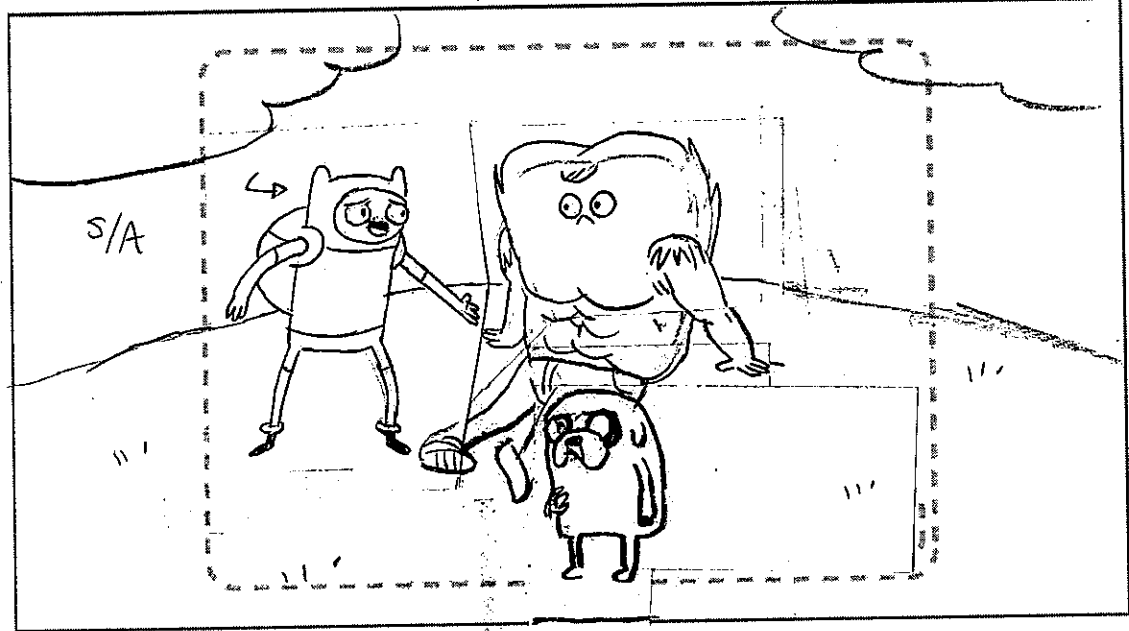


Sc.

Pnl. F

Bg.

day night

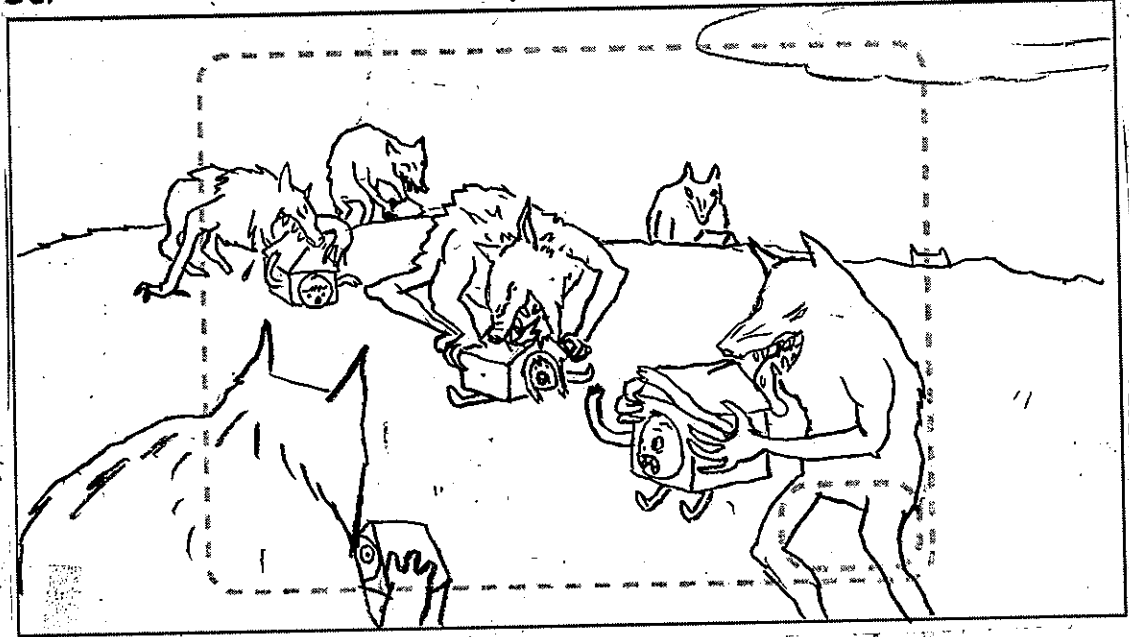


Sc.

Pnl. A

Bg.

day night



Dialog: F: DONNY, SAVIOR OF THE TOWNIES, IS HERE TO DRIVE YOU OUT!

W.WOLVES: [SNARLING, BITING]

Action: Finn kicks Donny Wolves gnawing and licking housepeople

Timing:

EPISODE #

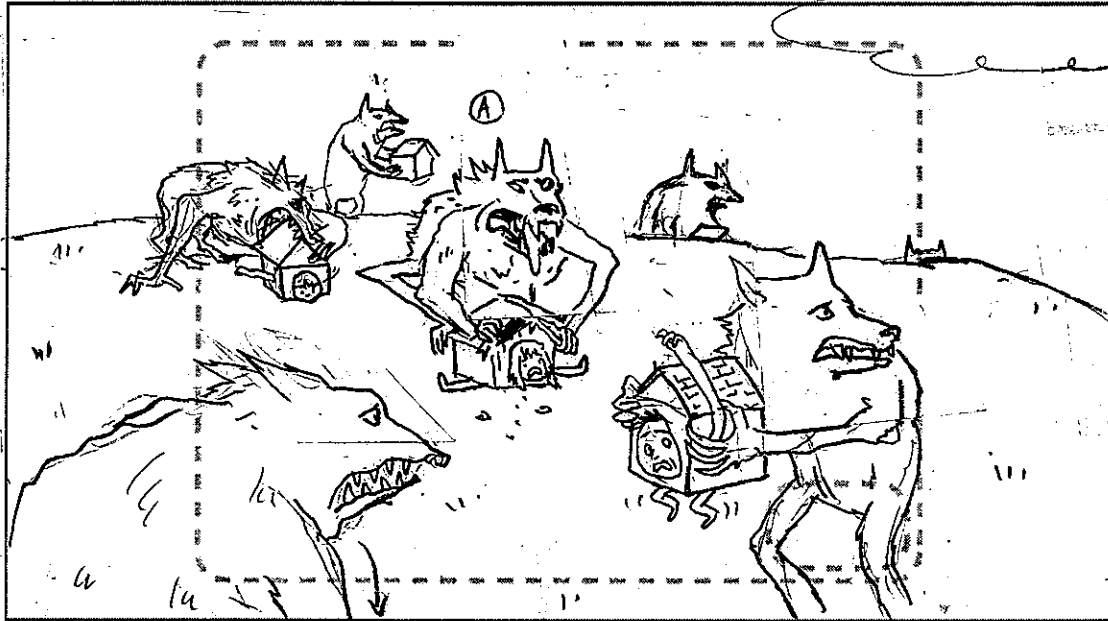
Production :

ADVENTURE TIME

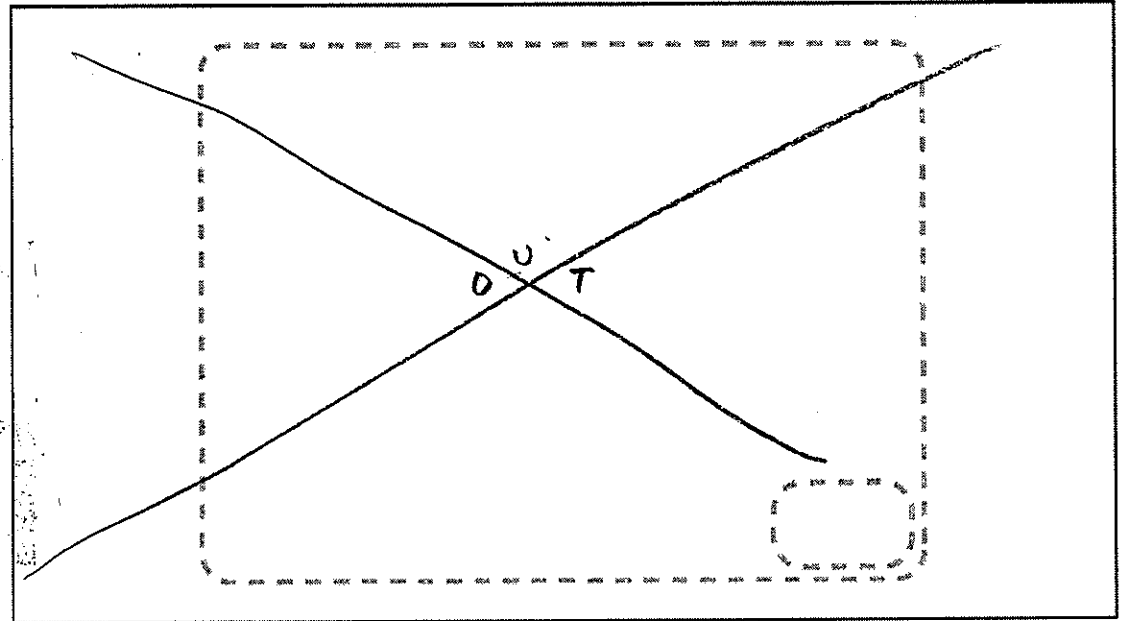


Page 201

Sc. Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

W. WOLF: DASH IT ALL,
WE'RE BEATEN...

Action:

wolves stop to see what Donny will do

Timing:

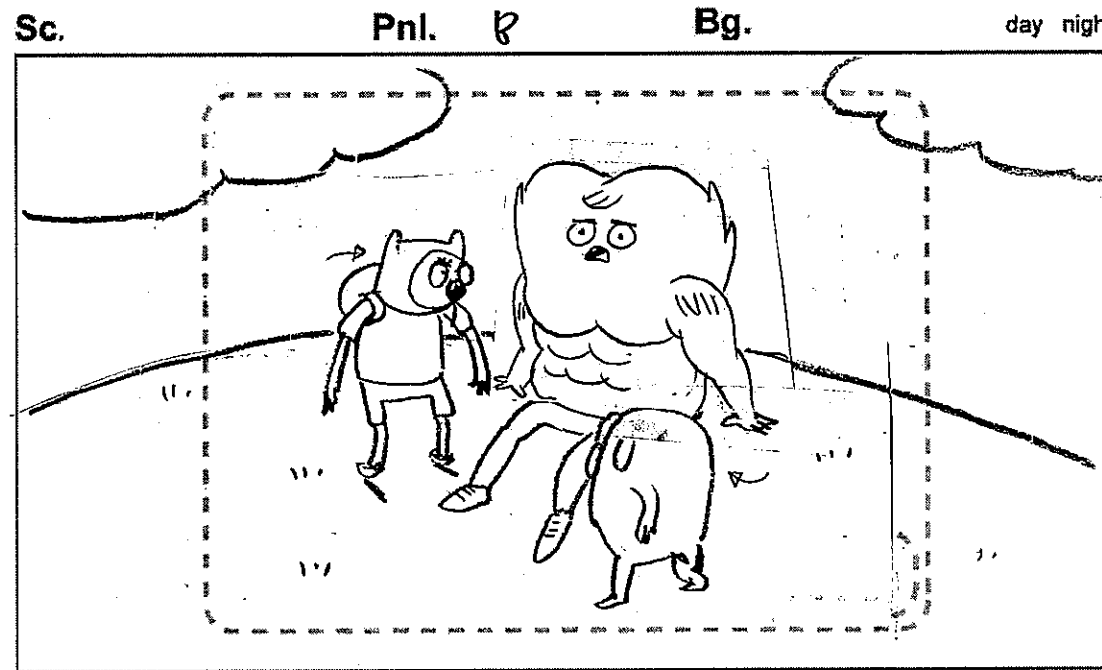
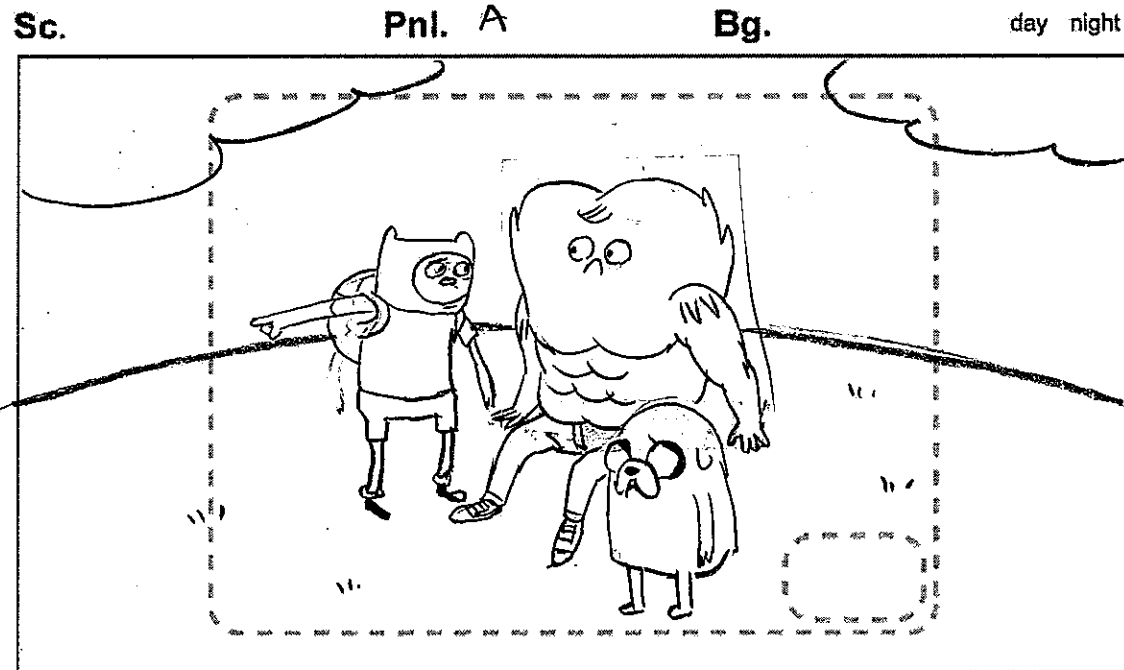
EPISODE #

Production :

ADVENTURE TIME



Page 202



Dialog:

E: NOW, GO BE A JERK TO
THOSE WHY-WOLVES!

D: NO.

E: WHAT?!

Action:

Timing:

EPISODE #

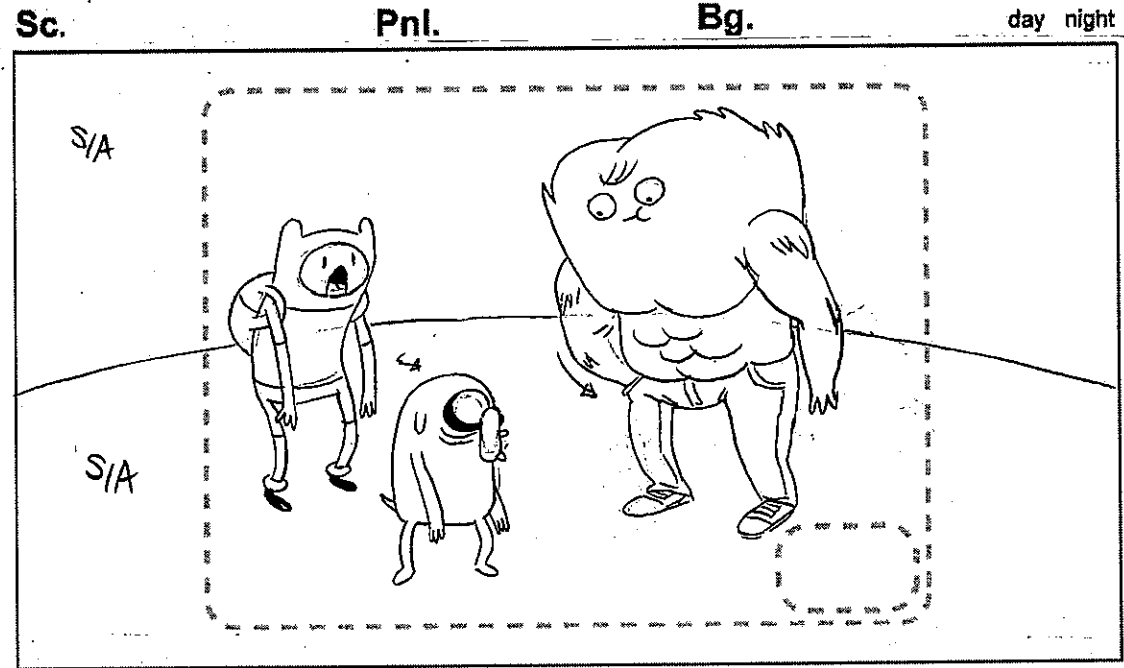
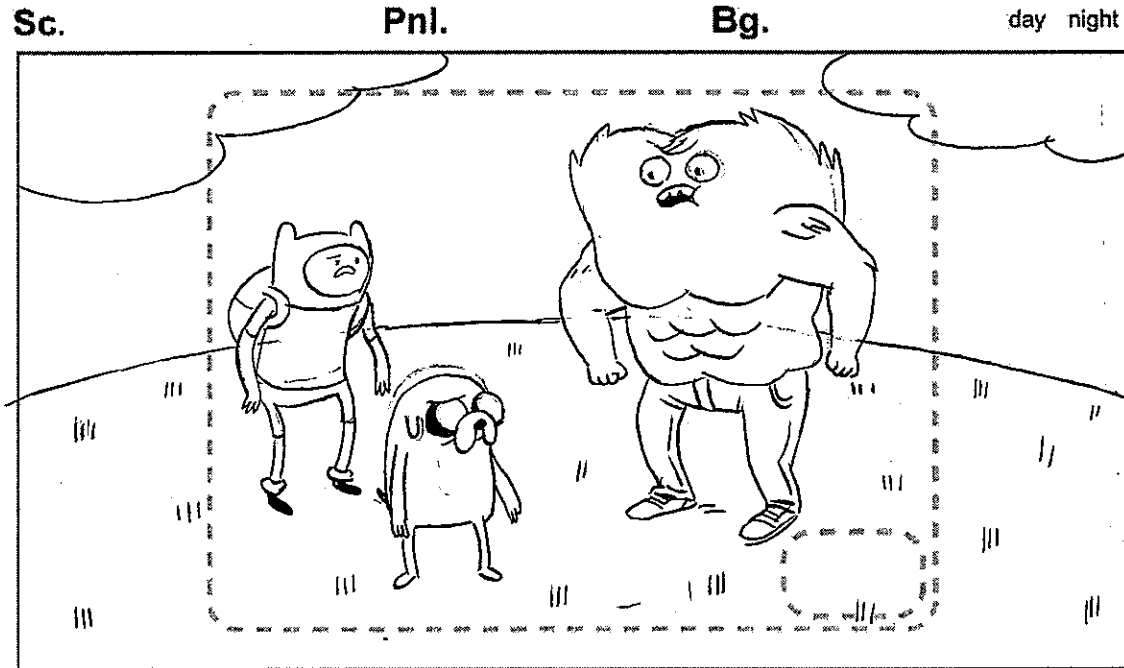
Production :

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ADVENTURE TIME



Page 204



Dialog:	<u>D</u> : I'LL USE MY MUSICAL MESSAGES TO STOP THEM.	<u>D</u> : (HUMMING)
Action:		
Timing:		

EPISODE #

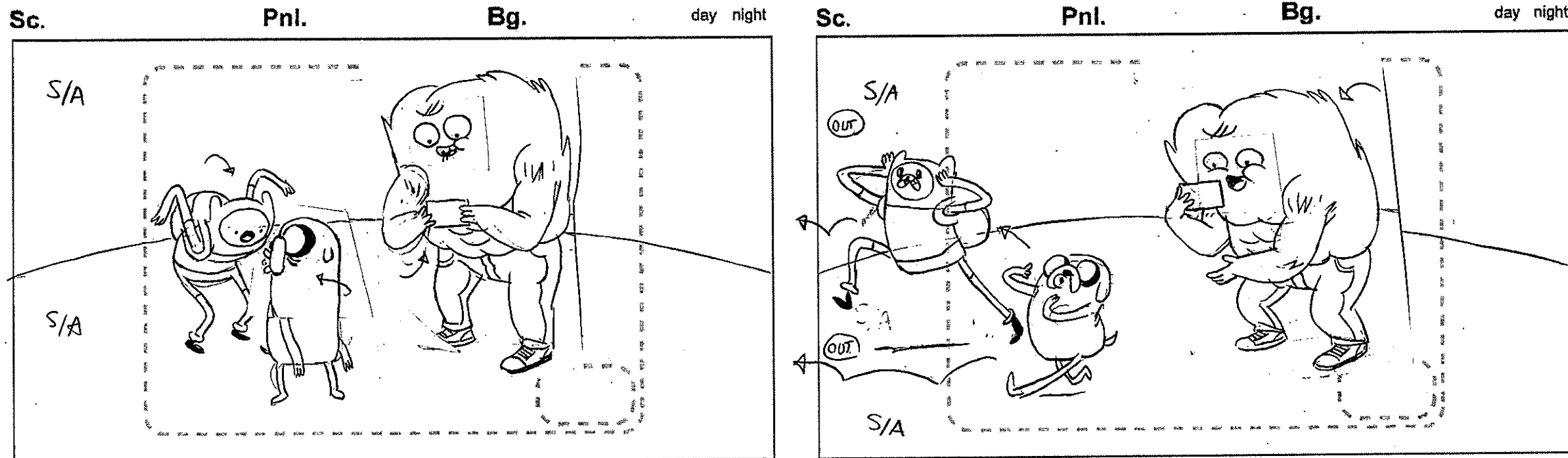
Production :

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ADVENTURE TIME



Page 265



Dialog:

D: LET'S SEE, I'VE GOT ONE ON
"THE ETHICS OF LAUNDRY"
"CROSS WALKERY"

D: OOH. "HERE'S A GOOD ONE!!"

Action:

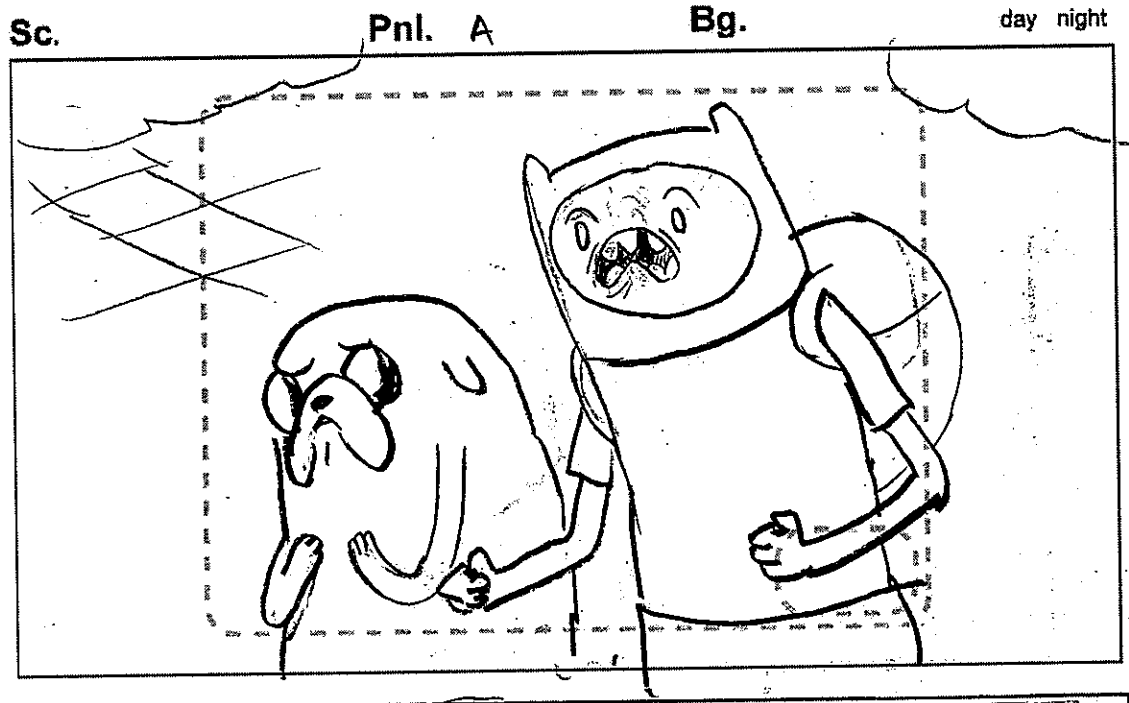
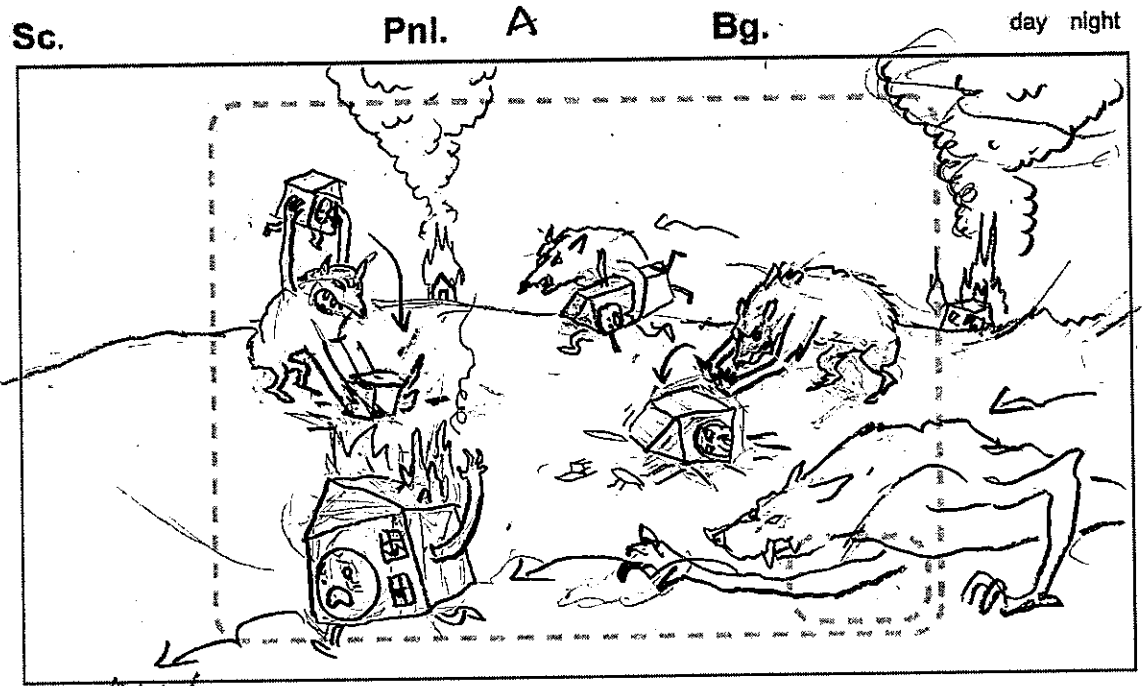
Timing:

EPISODE #

Production :

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ADVENTURE TIME



Dialog: D: (V/O) "PASSIVE RESISTANCE"

SFX: [DESTRUCTION SOUNDS]

Action:

Timing:

F): MAN, THE TOWN IS GETTING CREAMED!

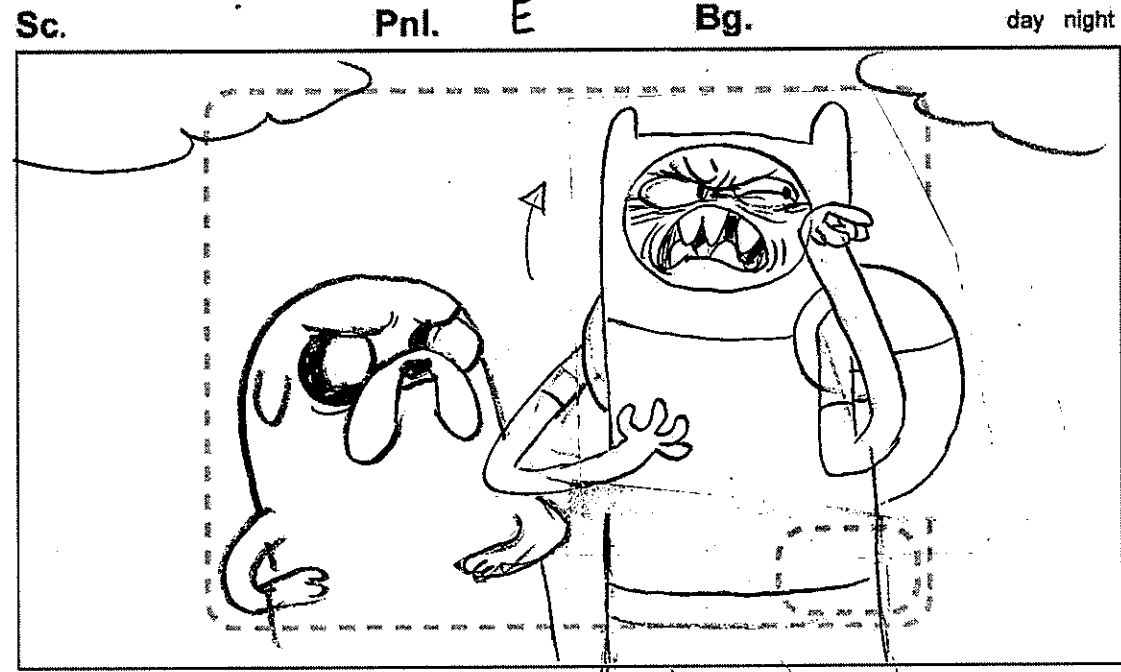
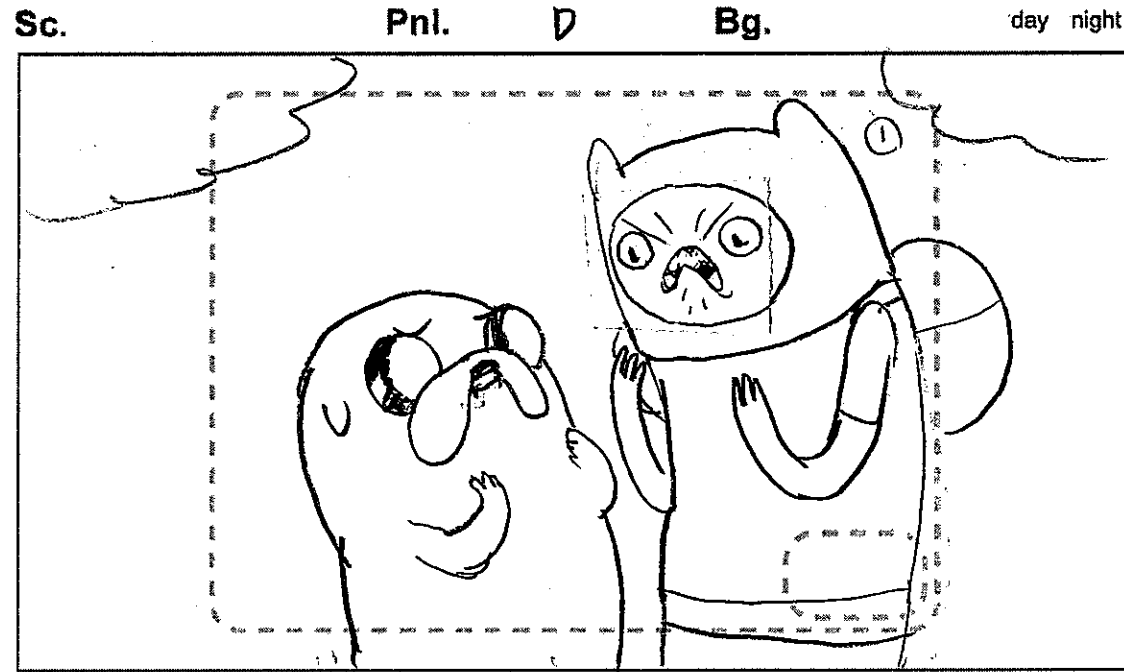
EPISODE #

Production :

ADVENTURE TIME



Page 207



Dialog:

F E: BY NOT BEING A JERK...

Action:

Timing:



F YOU'RE BEING A REAL JERK, DONNY!

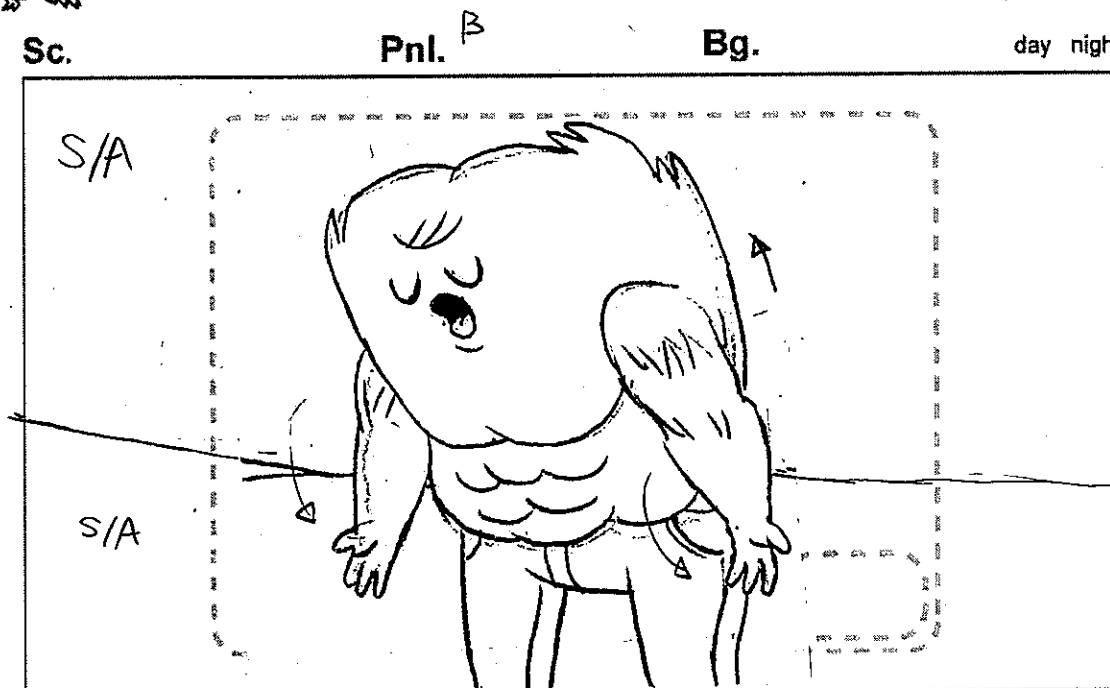
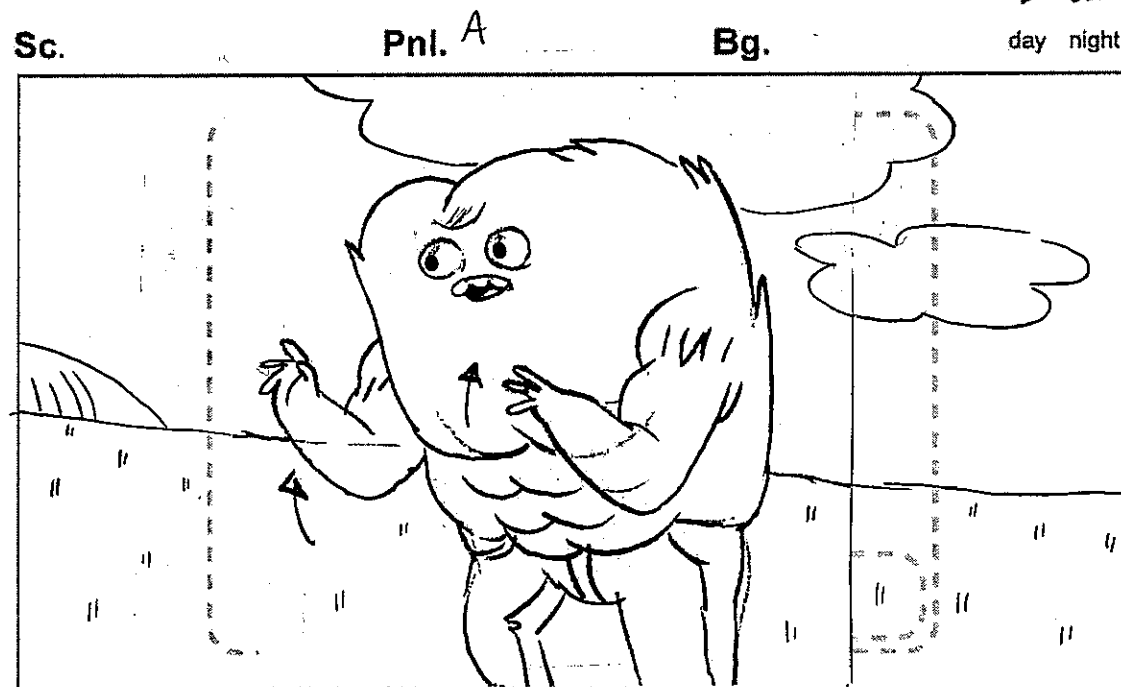
EPISODE #

Production :

ADVENTURE TIME



Page 208



Dialog:

D: COMB YOUR HAIR RIGHT
IT'S A GOOD TIME ...

D: STICKY STICKY POMADE
SHORT BACK AND SIDES

Action:

Timing:

EPISODE #

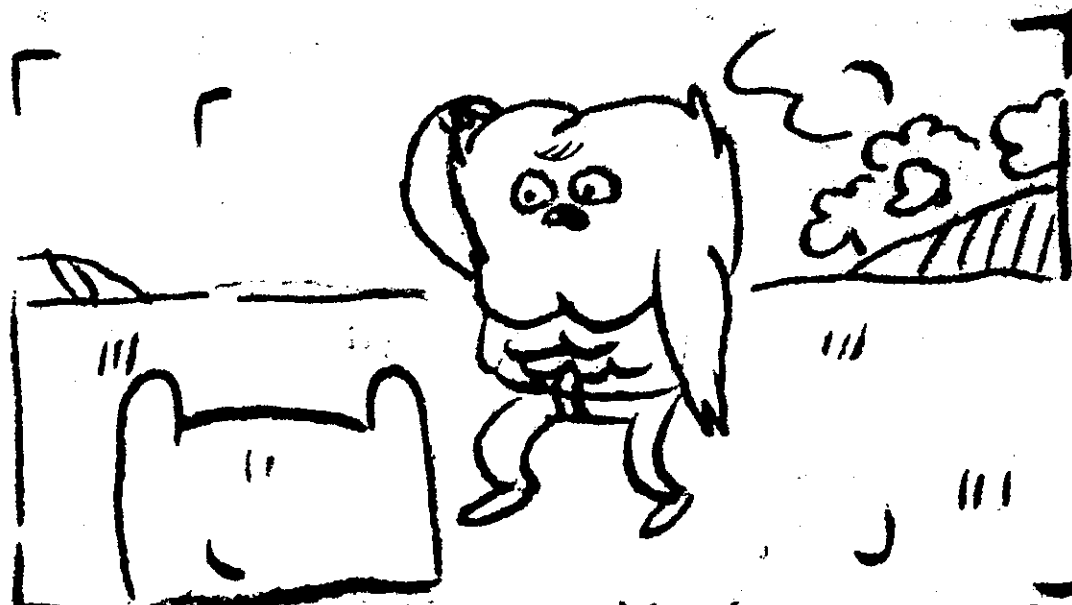
Production :



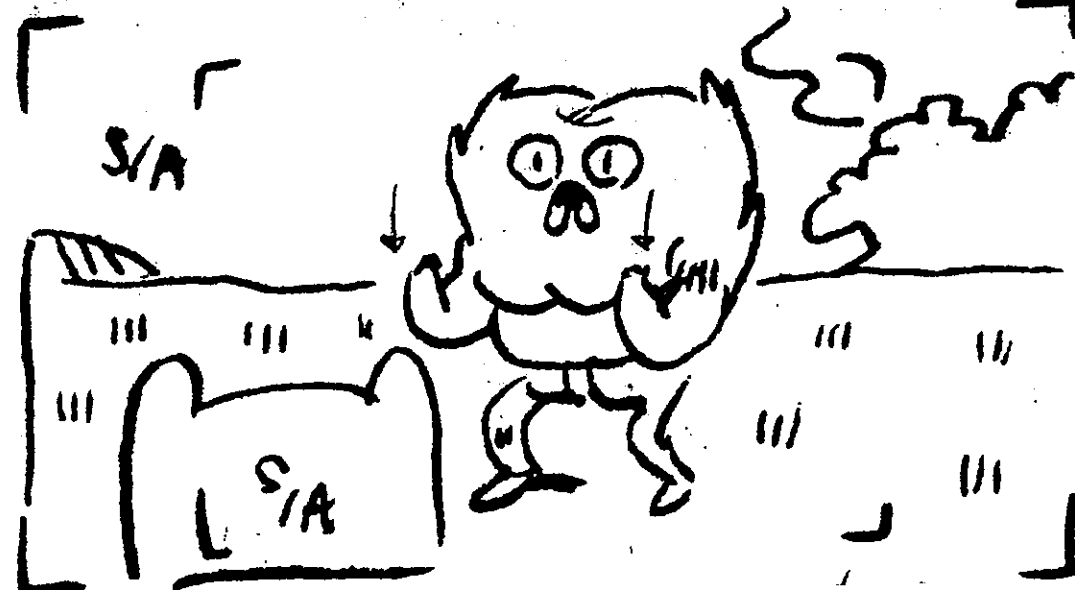
W. WOLF: EH, THAT DOESN'T
EVEN RHYME...



SFX: CHOMP



D: WHY ISNT ANYONE PAYING ATTENTION TO ME...



D: LISTEN TO MY WORDS!

Authors

Things

Production :

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ADVENTURE TIME



Page 211

Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	E: HE SURE IS SENSITIVE ABOUT HIS SONGS...	E: <GASP> SFX: <CHICKEN SQUAWK!>
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Page 212

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

S/A

Dialog:	
<u>F</u> : IT'S CAUSE THEY THINK YOUR SONGS ARE DUMB!	<u>D</u> : WHU?
Action:	
Timing:	

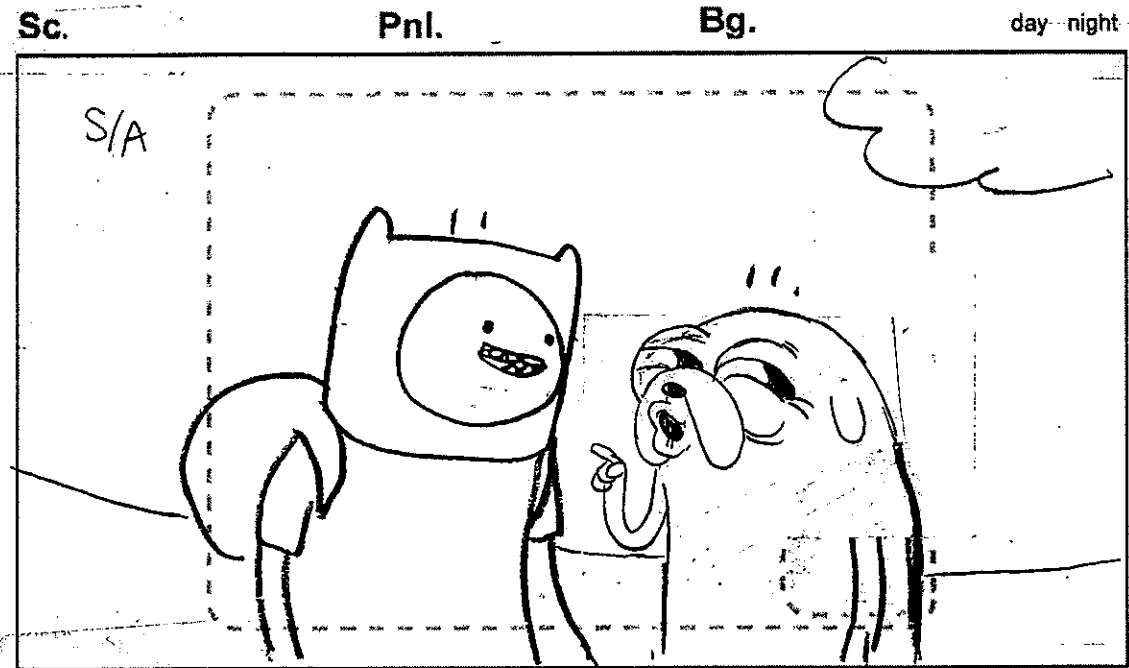
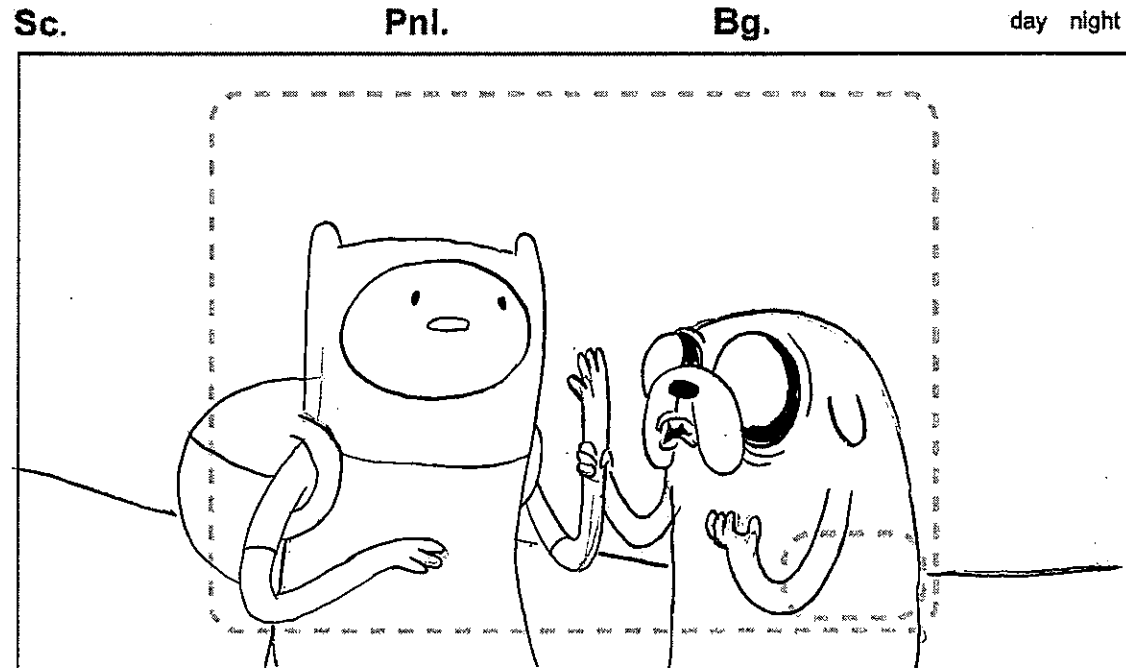
EPISODE #

Production :

ADVENTURE TIME



Page 213



Dialog:

J: WHAT ARE YOU SAYING!? IF WE
DON'T ENCOURAGE HIS TALENT,
HE MIGHT REVERT BACK TO JERK D==

J: OH!... OHHH...

Action:

Timing:

EPISODE #

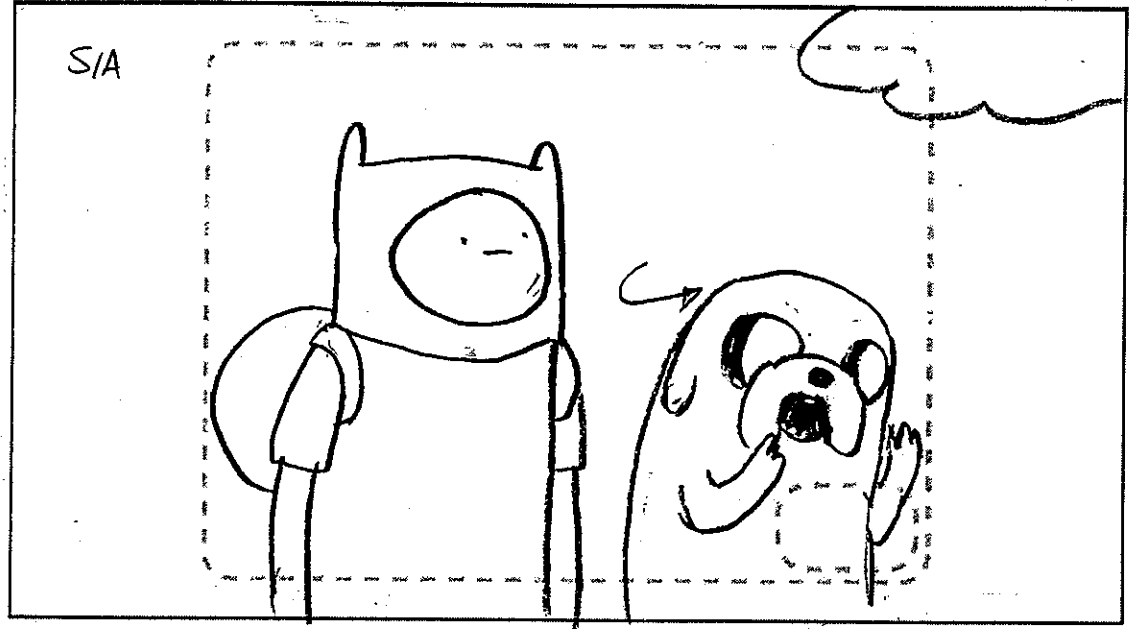
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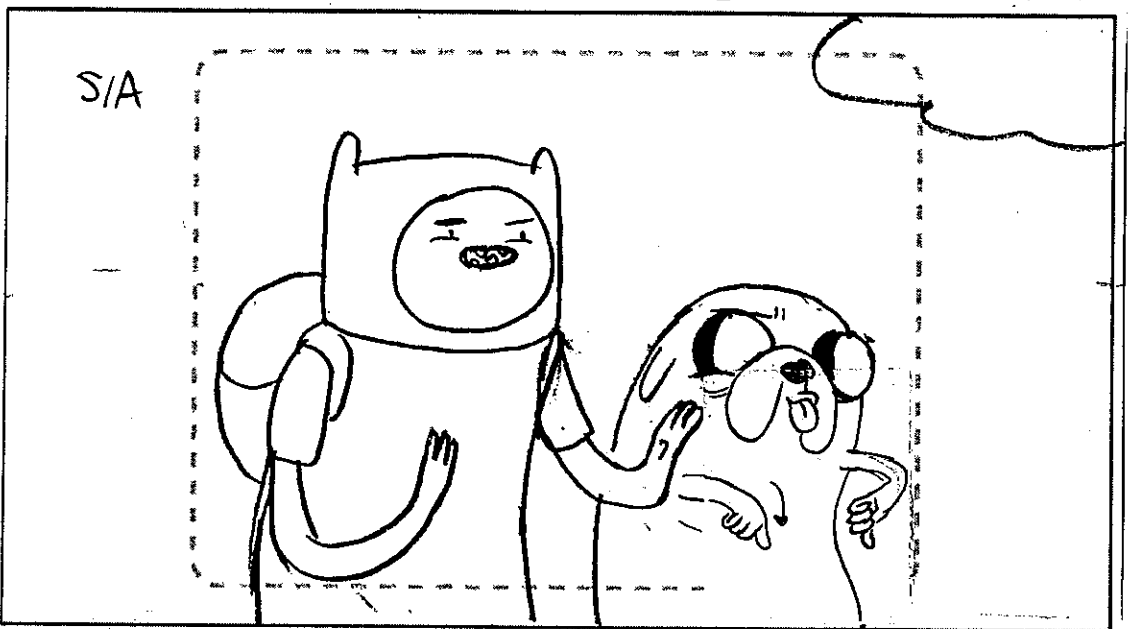
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
J: OH YEAH! EVERYONE SAYS YOUR SONGS ARE SUPER BALLS...	F: THEY ALL THINK YOU'RE A RECEAL <u>JERK</u> ! J: THBBPT!
Action:	
Timing:	

EPISODE #

Production :

A



D: BUT-BUT I'VE CHANGED.

B



D: (CRYING) WHY WOULD THEY SAY THAT

Action

Things

S/A



D

↓ EMPATHY. EMPATHY. PUT YOUR MIND INSIDE ...



W. WOLVES: [LAUGHING]

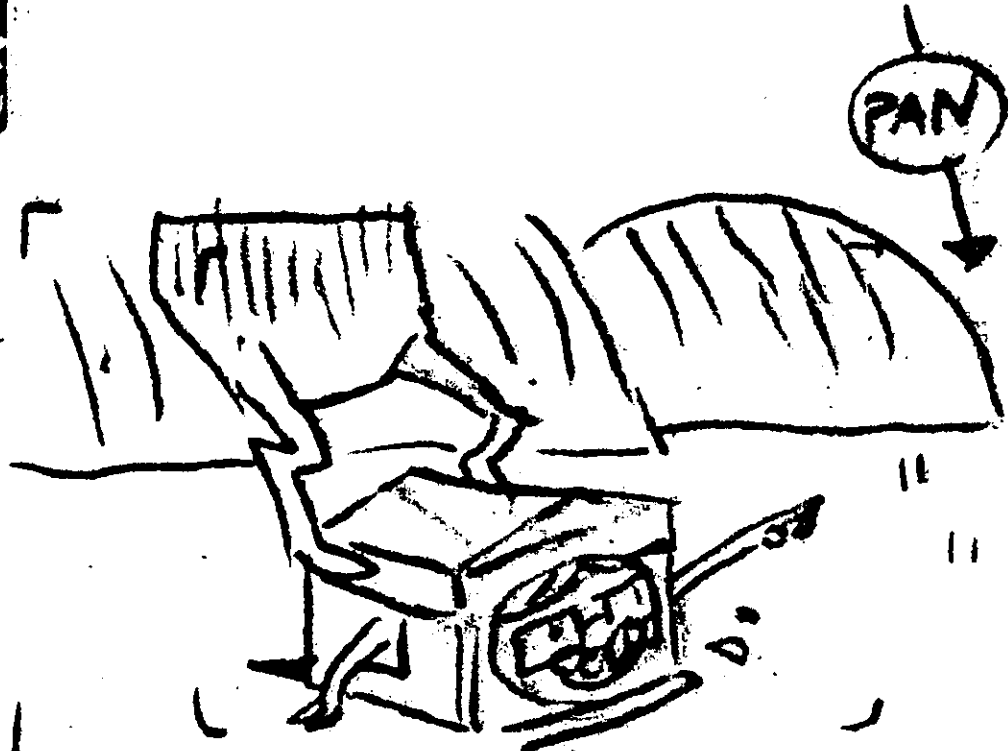
Action

Notes

Production :



W. WOLF: YOU'RE SO PATHETIC, IT'S COMICAL!



BANK: (SLOW) HAW HAW HAW

Action

Timing

Production

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ADVENTURE TIME



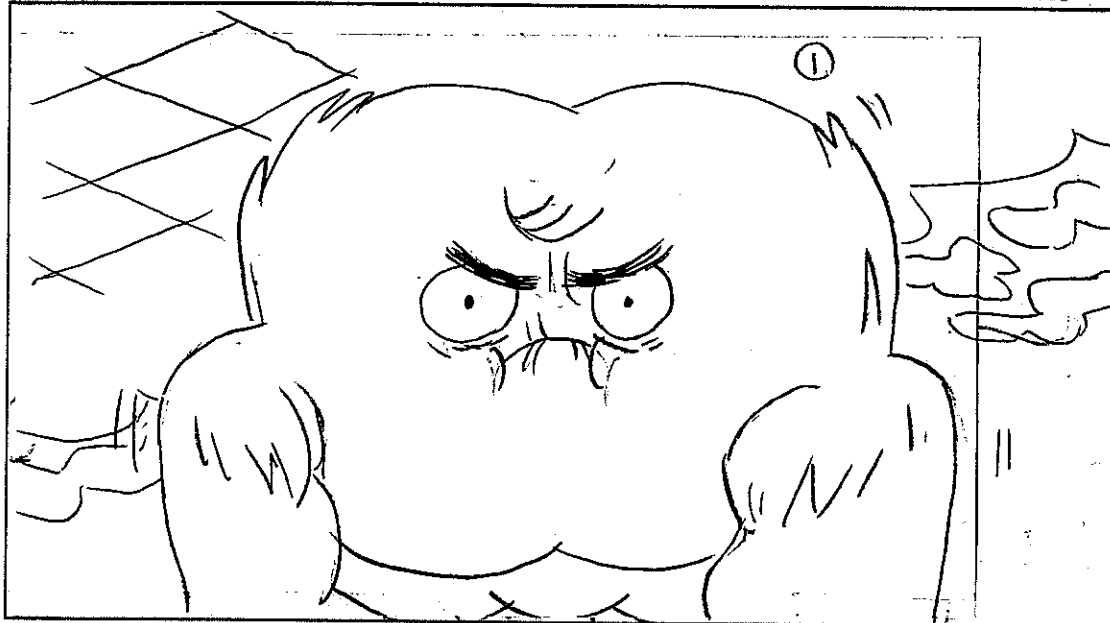
Page 218

Sc.

Pnl. C

Bg.

day night

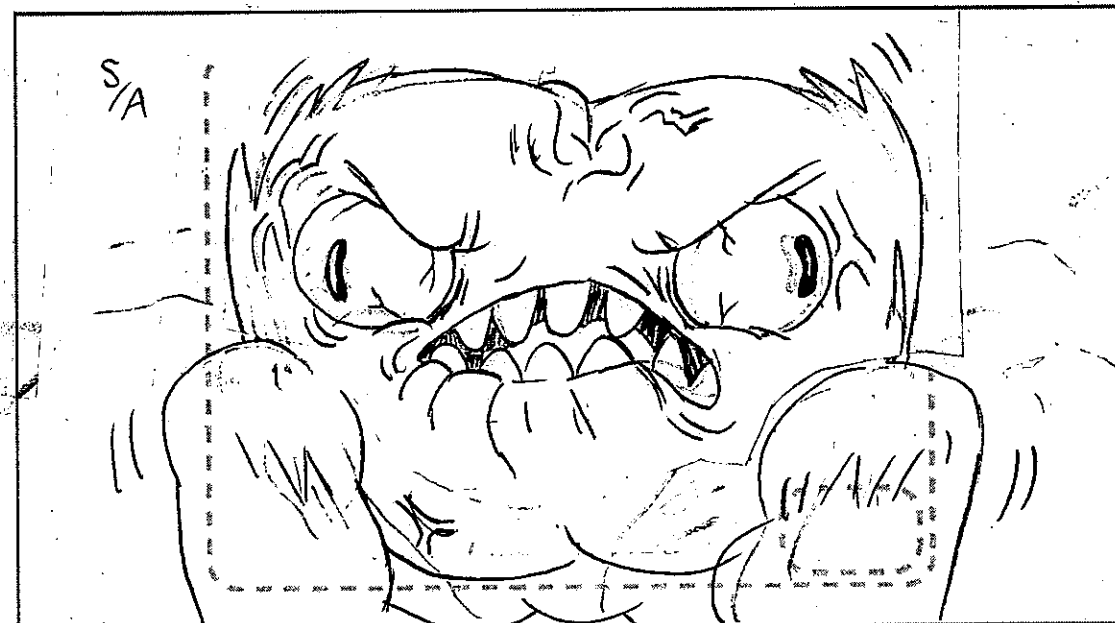


Sc.

Pnl. D

Bg.

day night



Dialog:

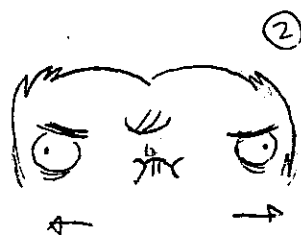
D: GRRR R R

D: THINK I'M A JERK, DO THEY!

Action:

DONNY'S EYES MIGRATE OUTWARD.

Timing:



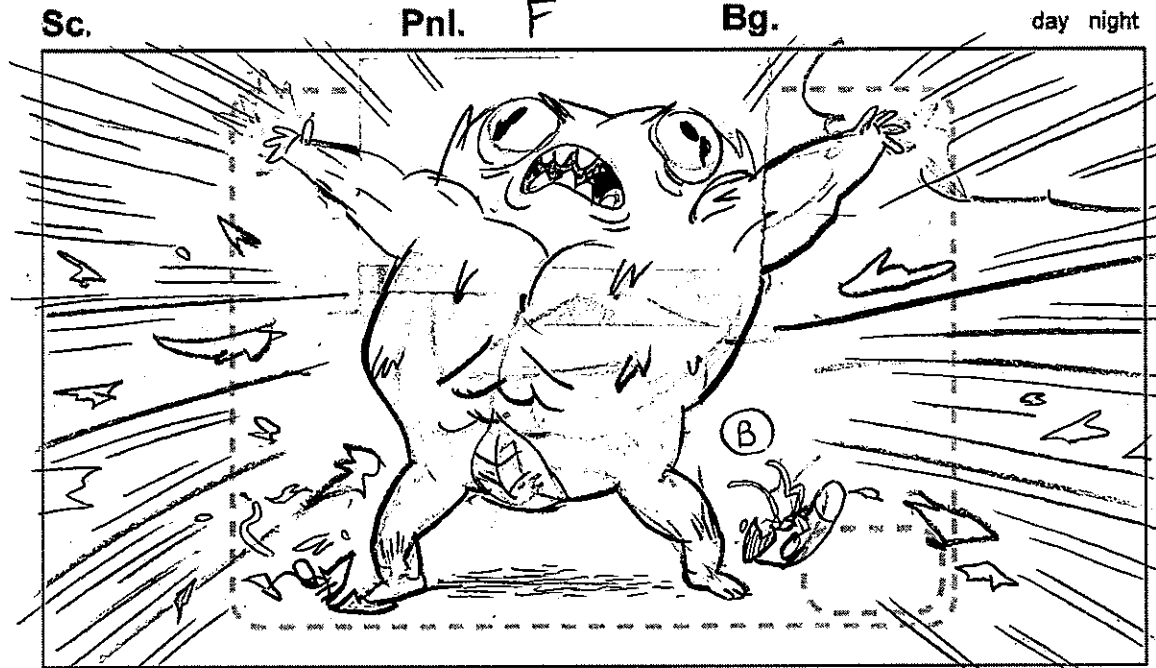
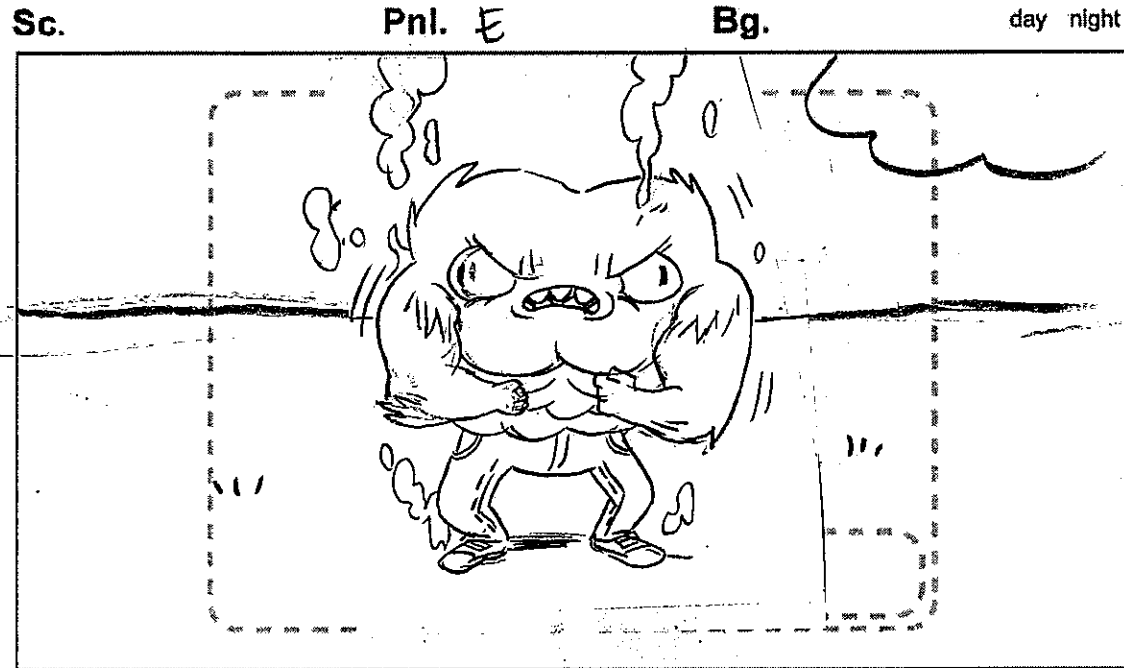
EPISODE #

Production :

ADVENTURE TIME



Page 219



<p>Dialog:</p> <p><u>D</u>: (GROWLING) A'LL SEE IM ... FEELIN'... <u>OBNOXIOUS</u> ...</p>	<p>... <u>RAHHH!</u> SFX: [SHREDDING]</p>
<p>Action:</p> <p>OBNOXYGEN RISES FROM DONNY'S SKIN.</p>	<p>Donny's PANTS AND SHOES FLY OFF</p>
<p>Timing:</p>	

EPISODE #

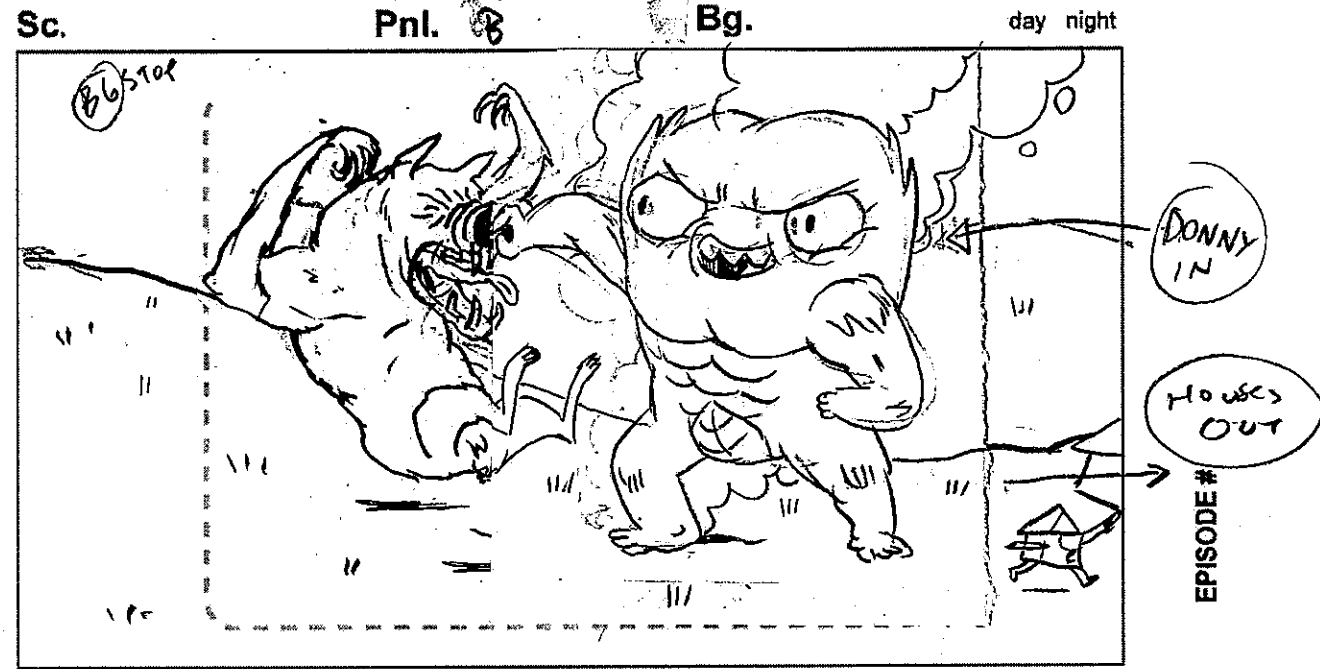
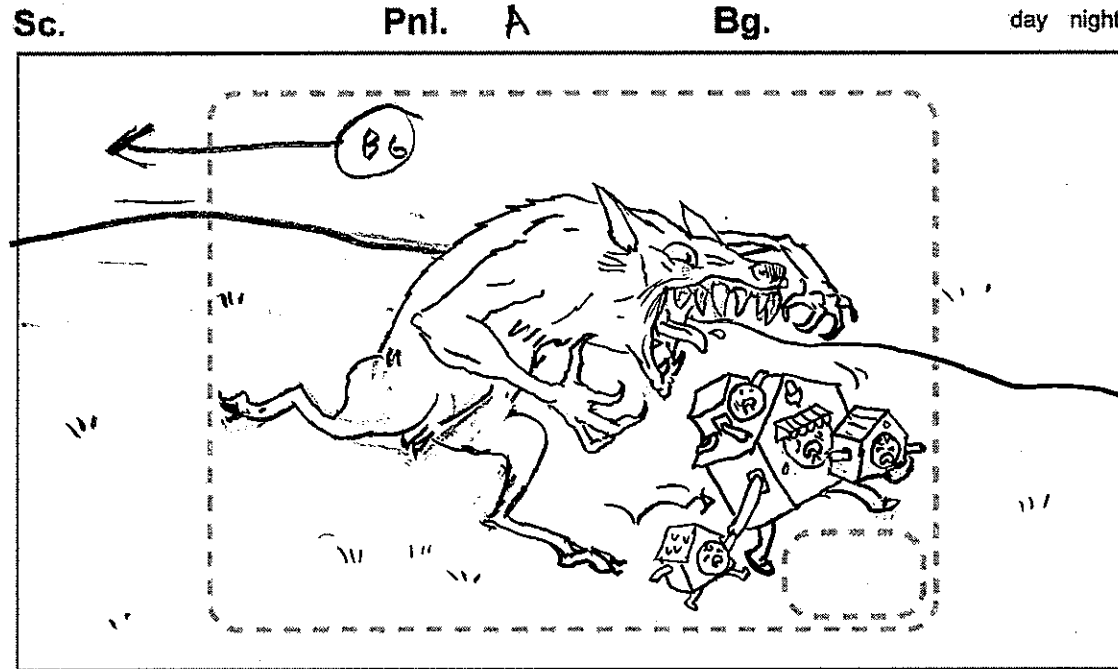
Production :

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ADVENTURE TIME



Page 220



Dialog:	<u>W.WOLF</u> : RAWR!	<u>D</u> : ♪ KEEP YOUR NOSE CLEAN HANDKERCHIEF, HANDKERCHIEF ♪
Action:	Townswoman with townsbabies is chased by WHYWOLF	+ DONNY GRABS THE WHYWOLF BY THE NOSE + OBNOXYGEN RISES FROM DONNY
Timing:		

Production :



D: YOU WOLVES ARE COOL...
JUST KIDDING!



SFX: FWOOM!

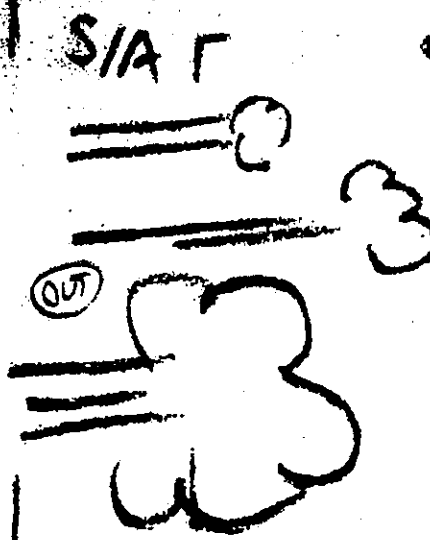
Action

Timing

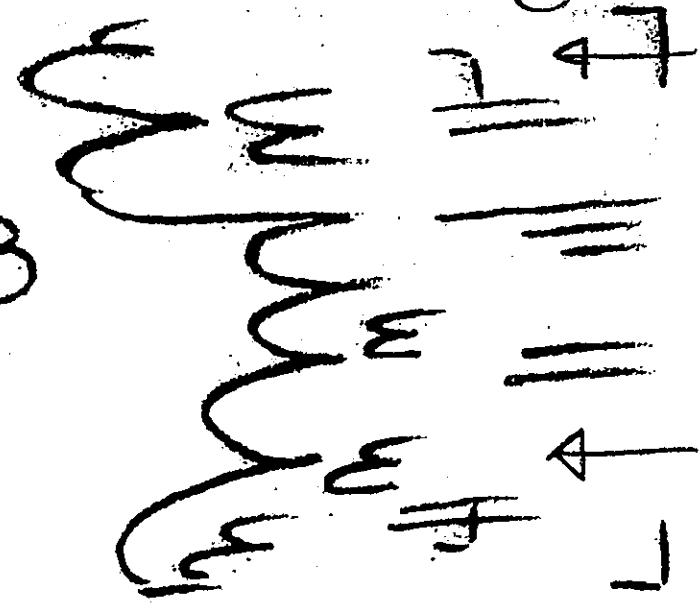
Production



W.WOLF: OBNOXYGEN CLOUD!
EGRESS! EGRESS!



W.WOLVES: [WHINING]

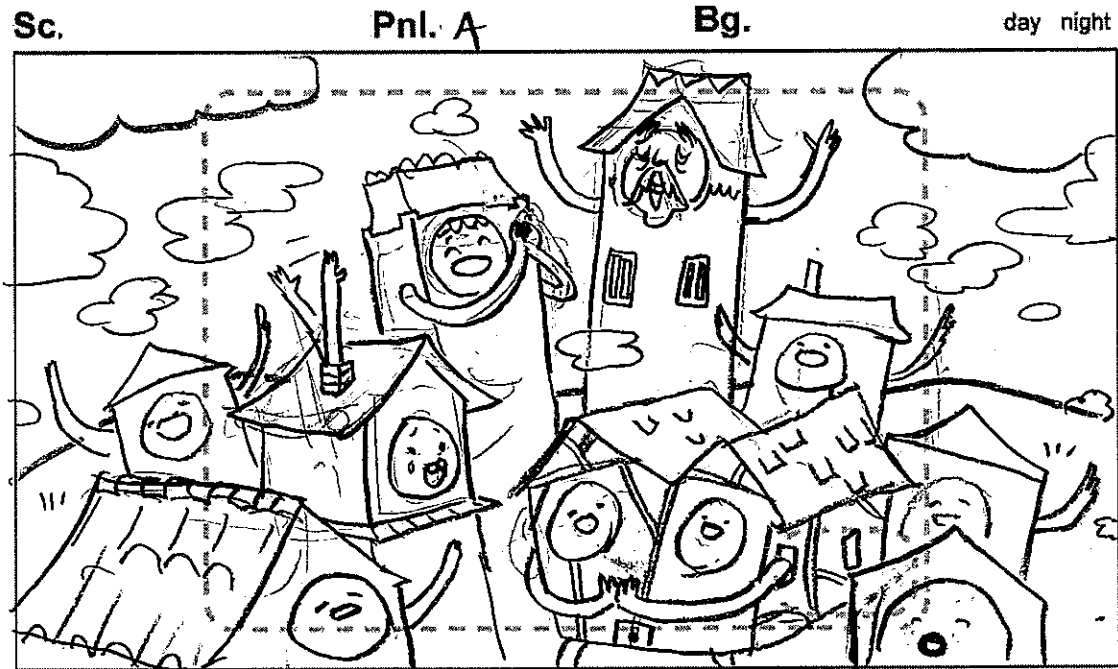
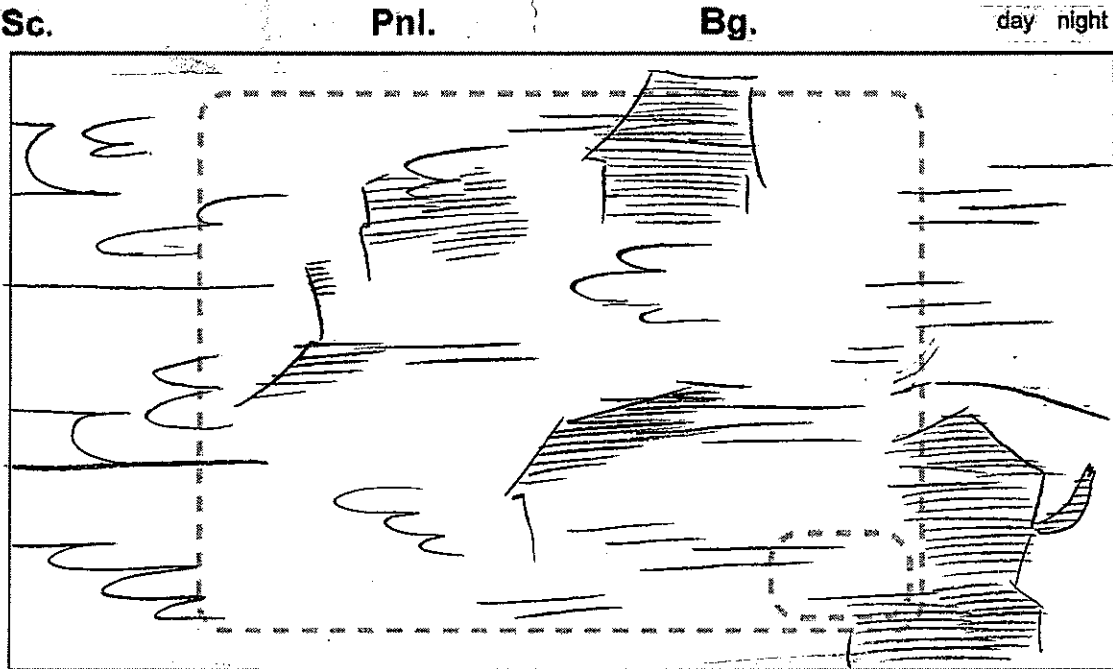


Action:

Timing:

Production

ADVENTURE TIME



Dialog: W. WOLVES: [YIPPING INTO THE DISTANCE]

townspeople: The town is saved!

Action: CLOUD OVERTAKES SCREEN

OBNOXEON CLOUD DISSIPATIONS

Timing:

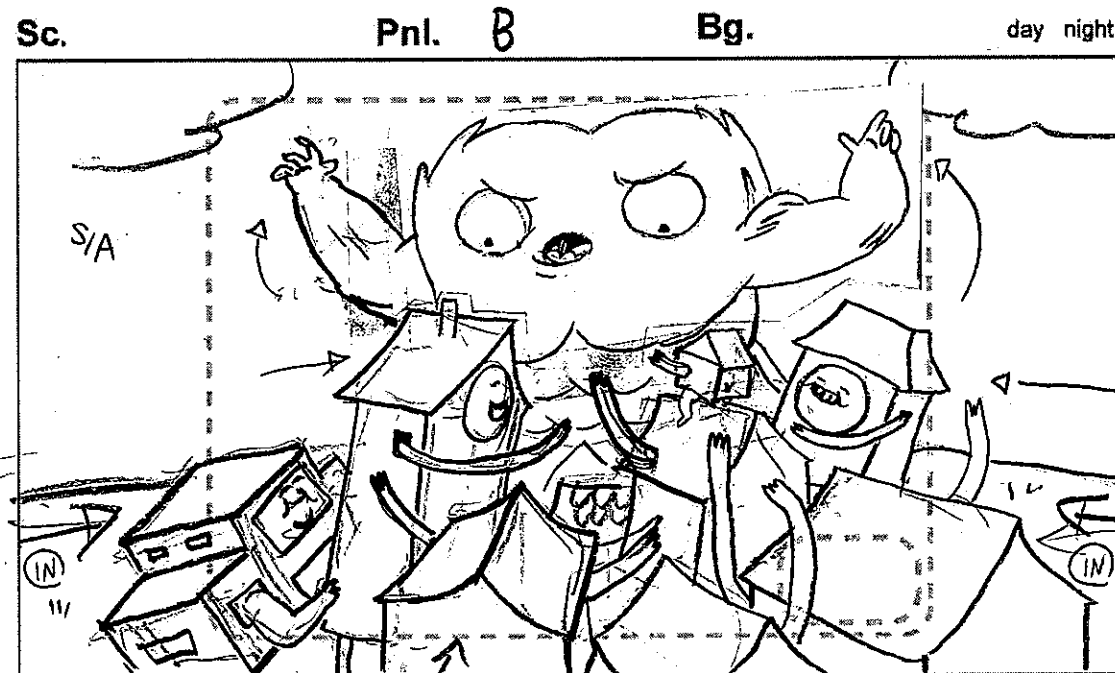
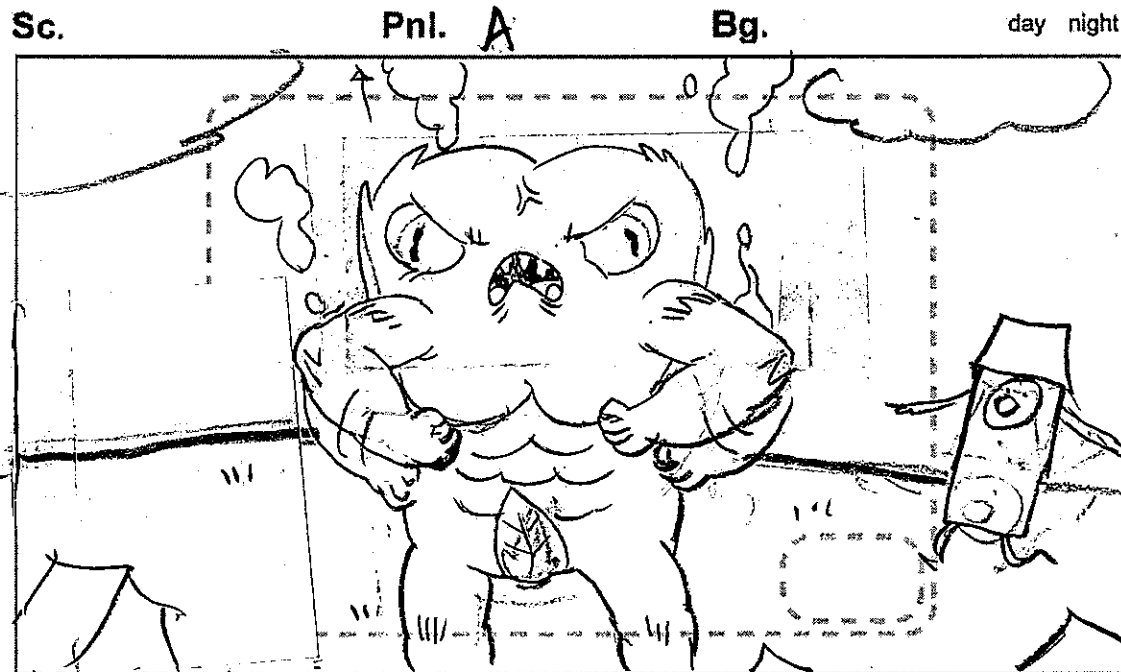
EPISODE #

Production :

ADVENTURE TIME



Page 220



Dialog:

Donny (ragged breathing)

HOUSES

Crowd walla

Hoorah!

rahi

Donny! yeah yay ah! ha Donny!!

Action:

Timing:

Production :

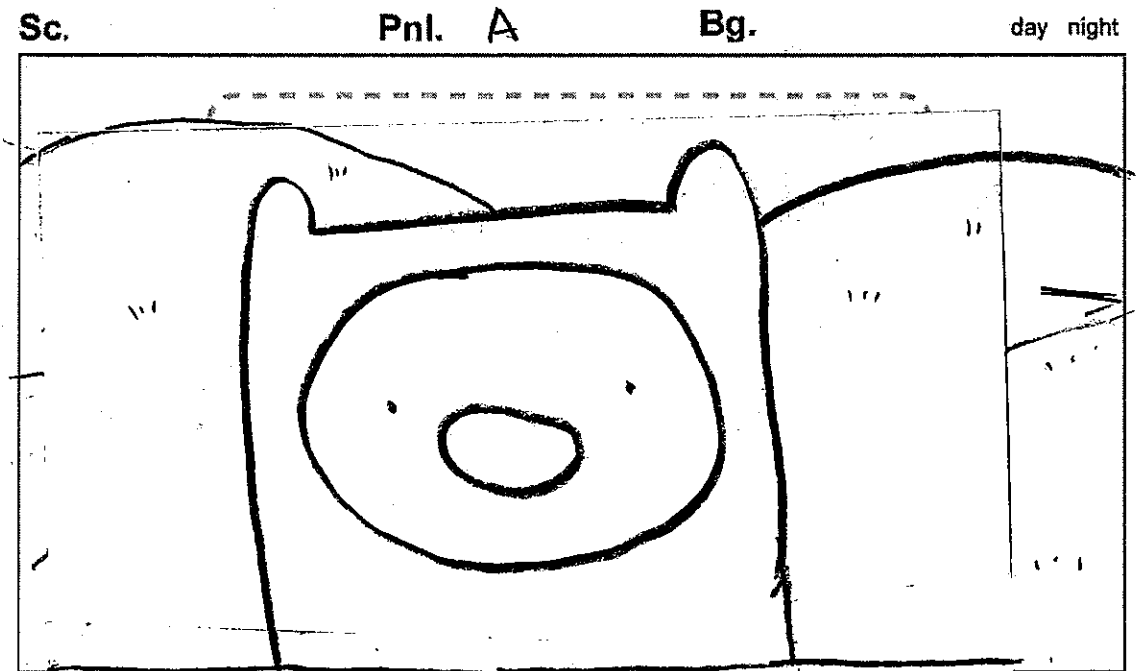
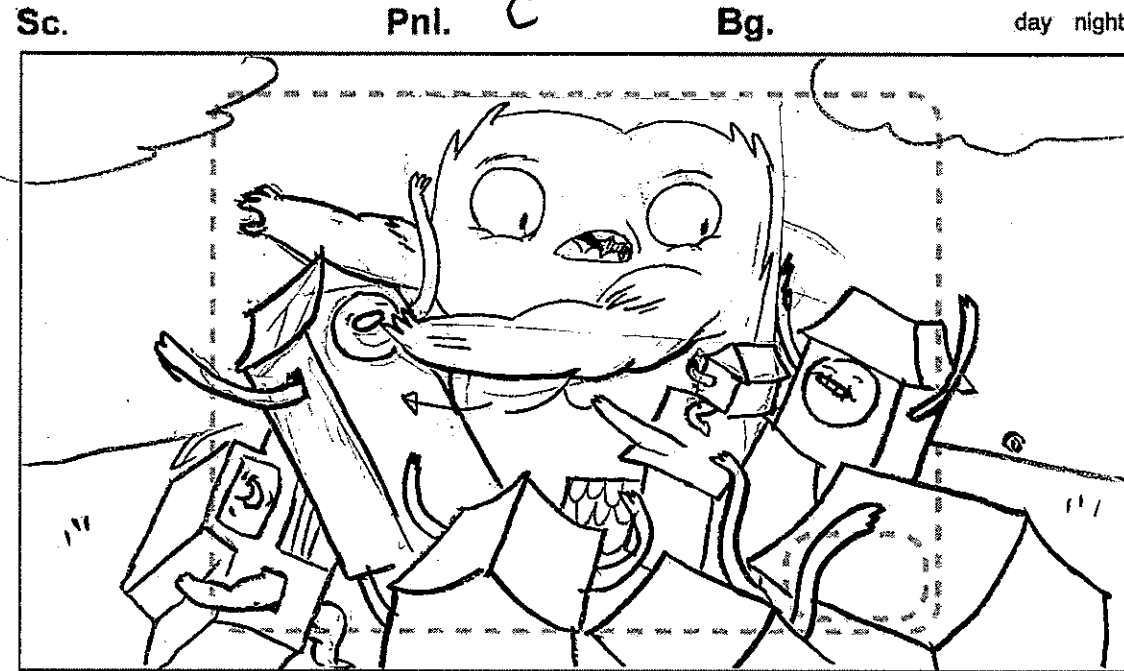
EPISODE #

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ADVENTURE TIME



Page 225



Dialog:

DONNY: GET OFFA ME, NERDS!

E: YOU DID IT, DONNY.
YOU'RE A FULL-BLOWN JERK
AGAIN.

Action:

Timing:

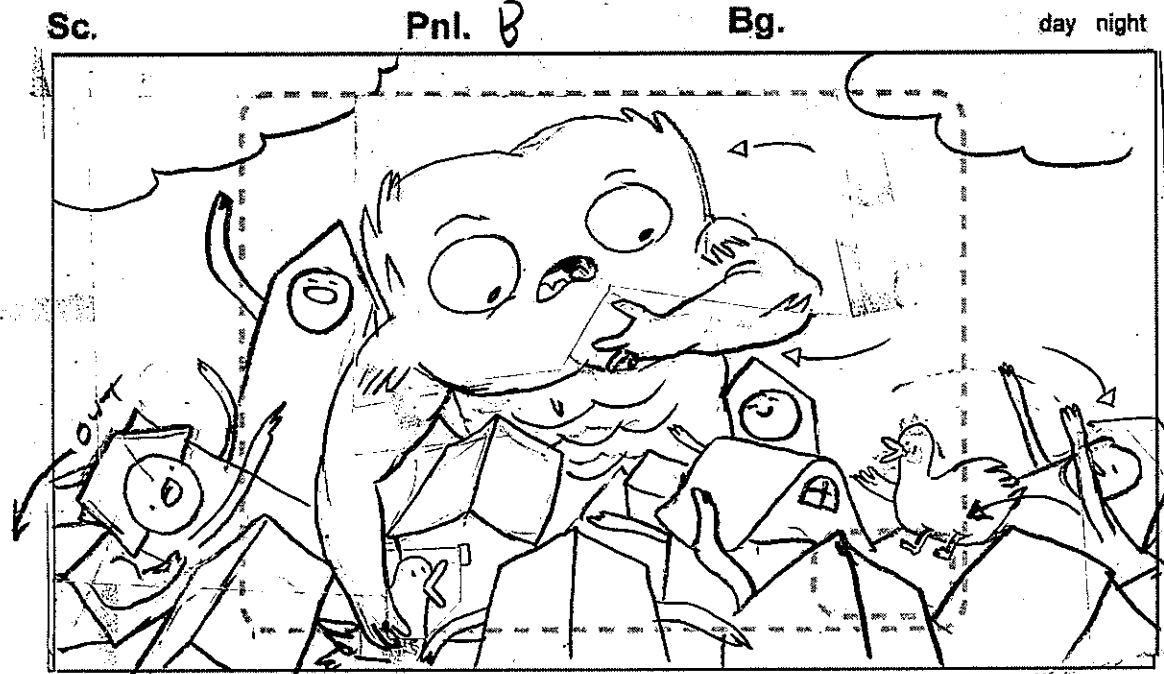
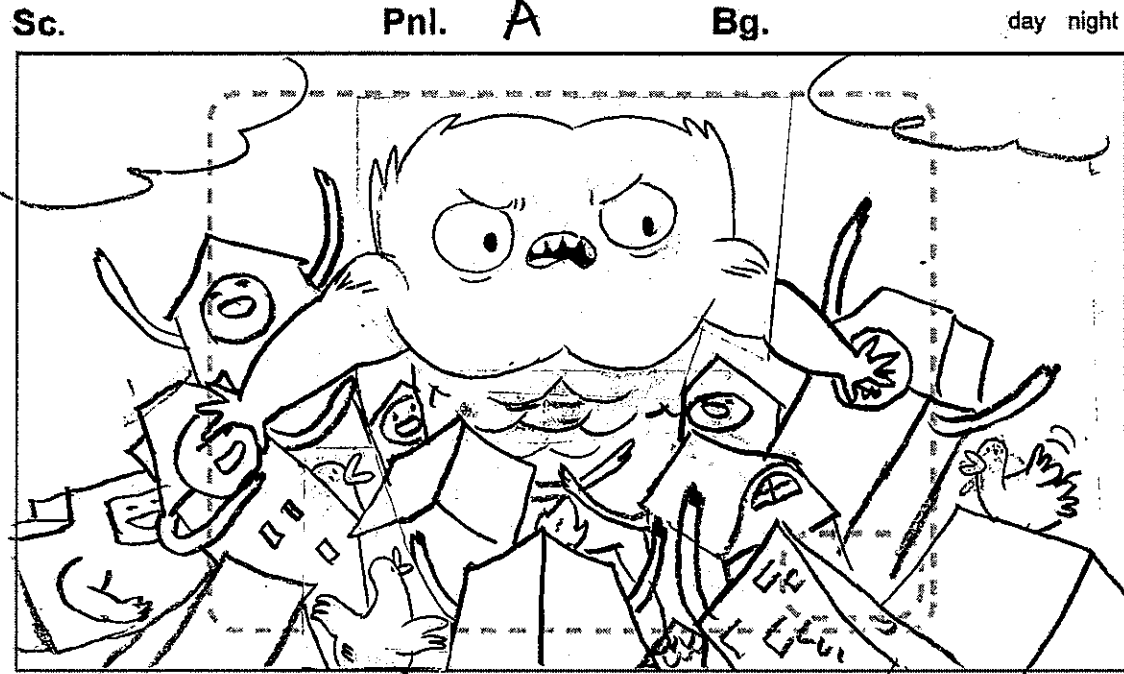
EPISODE #

Production :

ADVENTURE TIME



Page 226



Dialog: D What?! you're the Jerk!

HOUSES: [CHEERING]

D HEY, PEACHES! READY TO HEAR MY NEW SONG?

HOUSES: [CHEERING CONTINUES]

Action:

Timing:

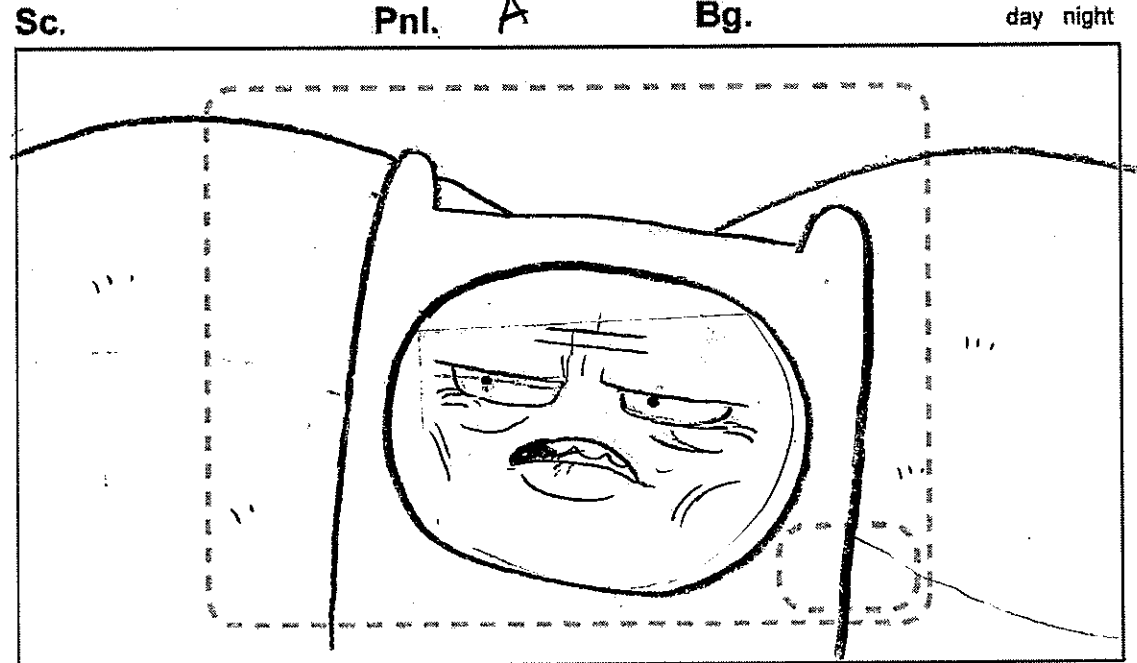
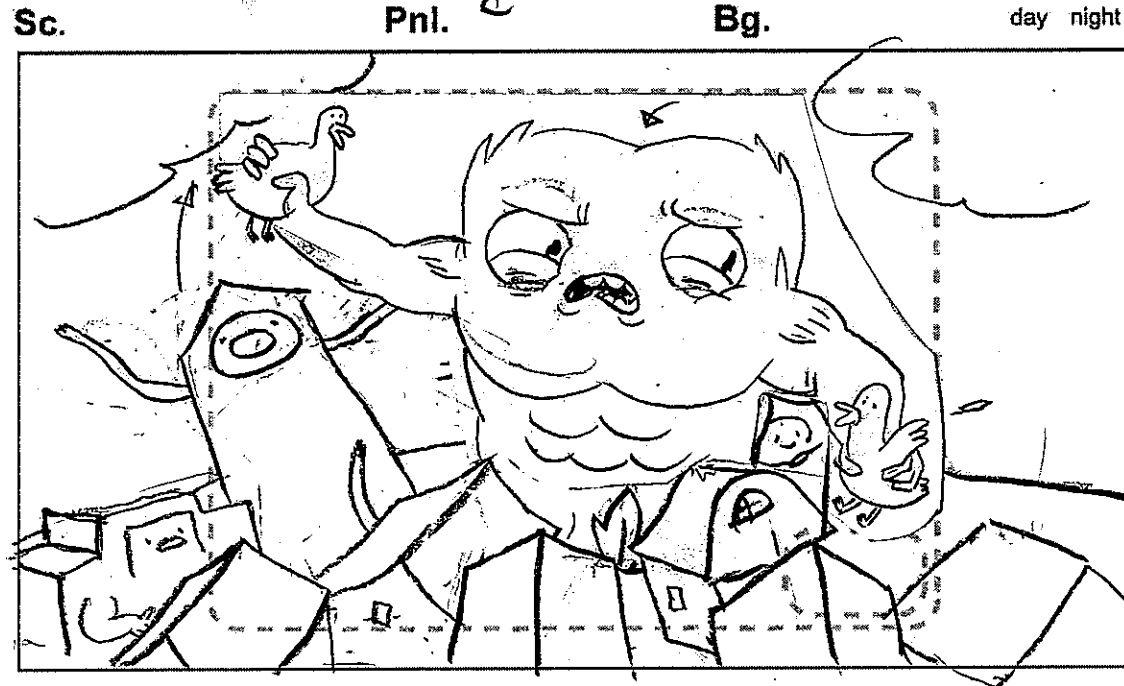
EPISODE #

Production :

ADVENTURE TIME



Page 227



Dialog:

D: IT'S ABOUT HOW FINN WILL BETRAY
YOU, AND JUST TO SAVE LIVES!

F [FLINTY]
I'm sorry, Donny!

Action:

Timing:

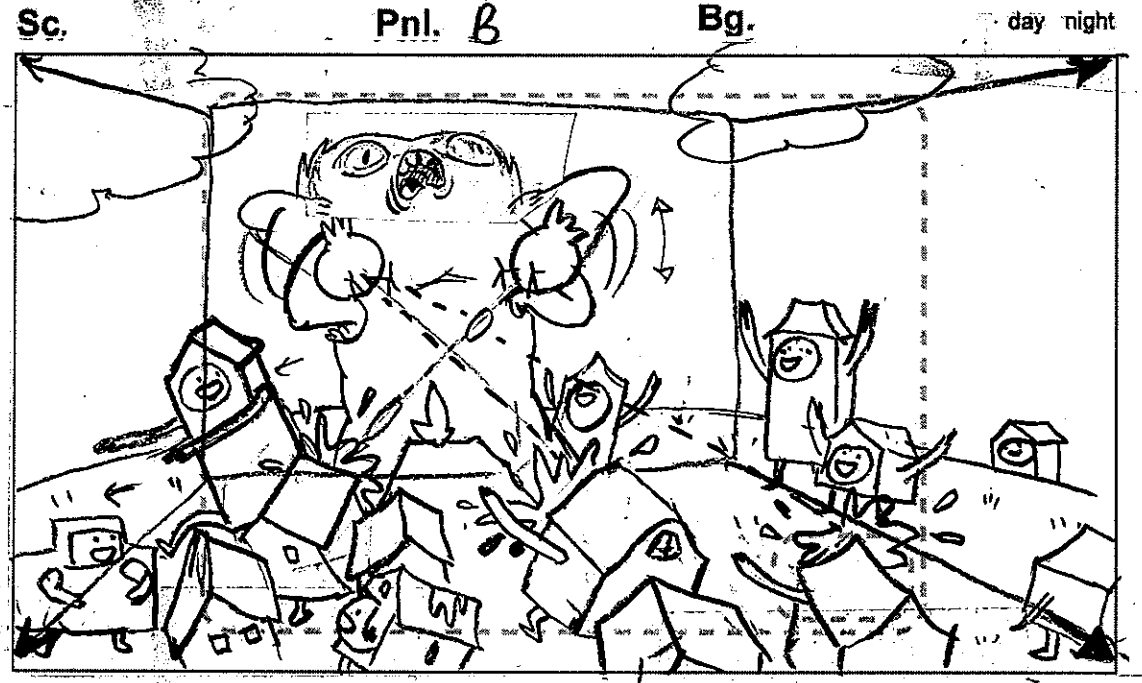
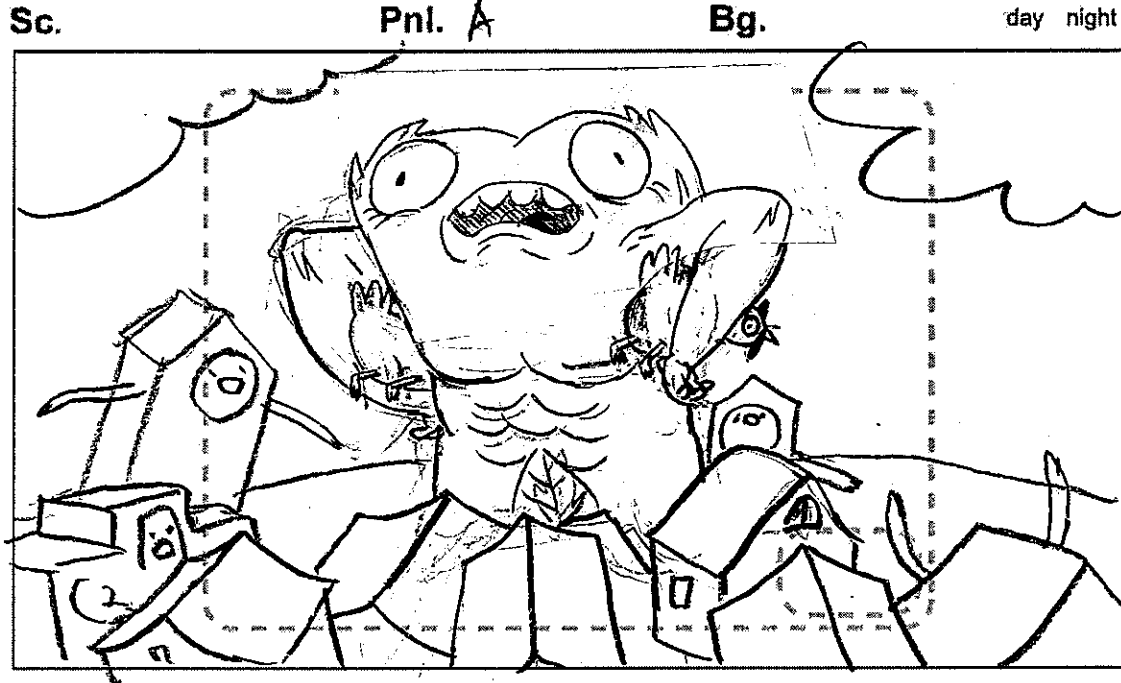
EPISODE #

Production :

ADVENTURE TIME



Page 228



Dialog:
D: I'LL NEVER FORGIVE YOU, FINN!

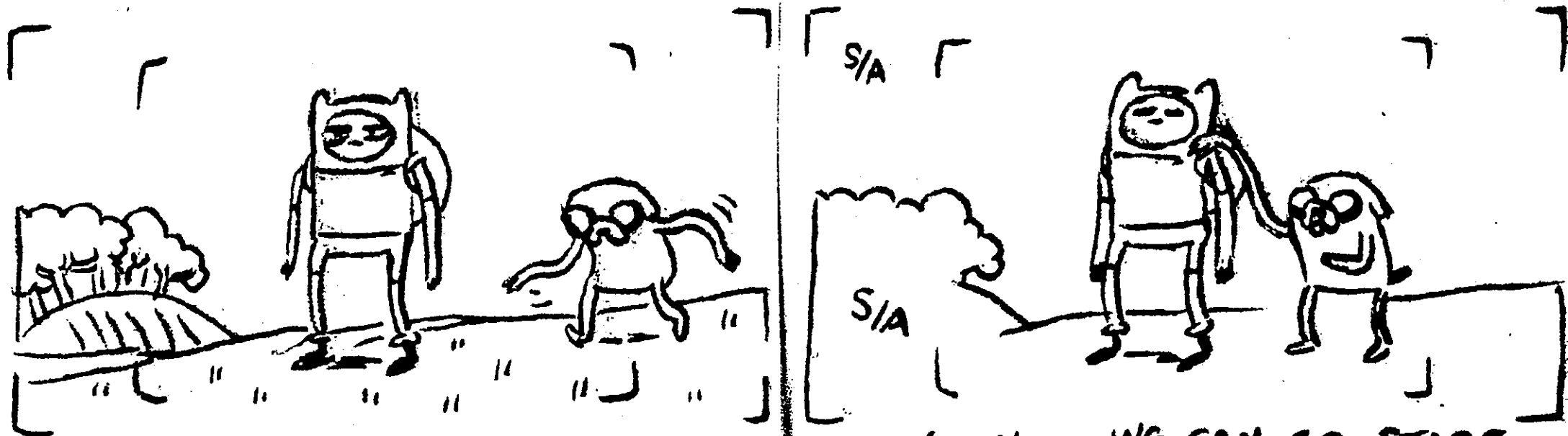
D: AAGH!!
HOUSES: <CHEERS START DYING DOWN>
SFX: (eggs* sput sput sput sput !*)

Action: Track out - Donny flapping his arms to pump eggs out of the chickens. the towns-people back away from Donny.

Timing:

EPISODE #

Production :



J: C'MON... WE CAN GO STARE
WISTFULLY AT THE LAKE

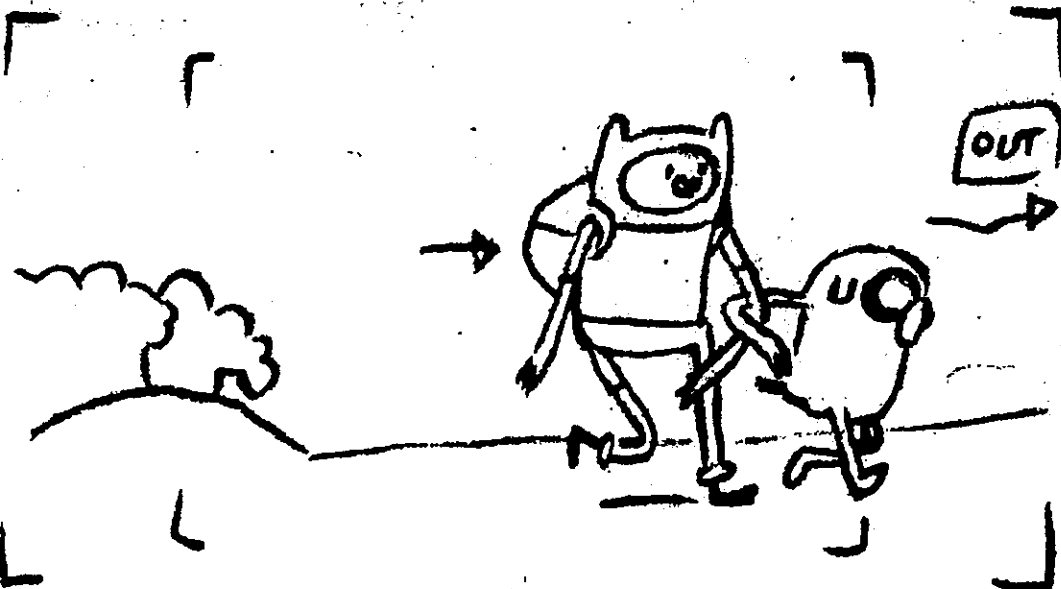
Adrian

Findings

Production



E: I'D ... I'D LIKE THAT.



F: ... VERY MUCH ...

Action	
Timing	

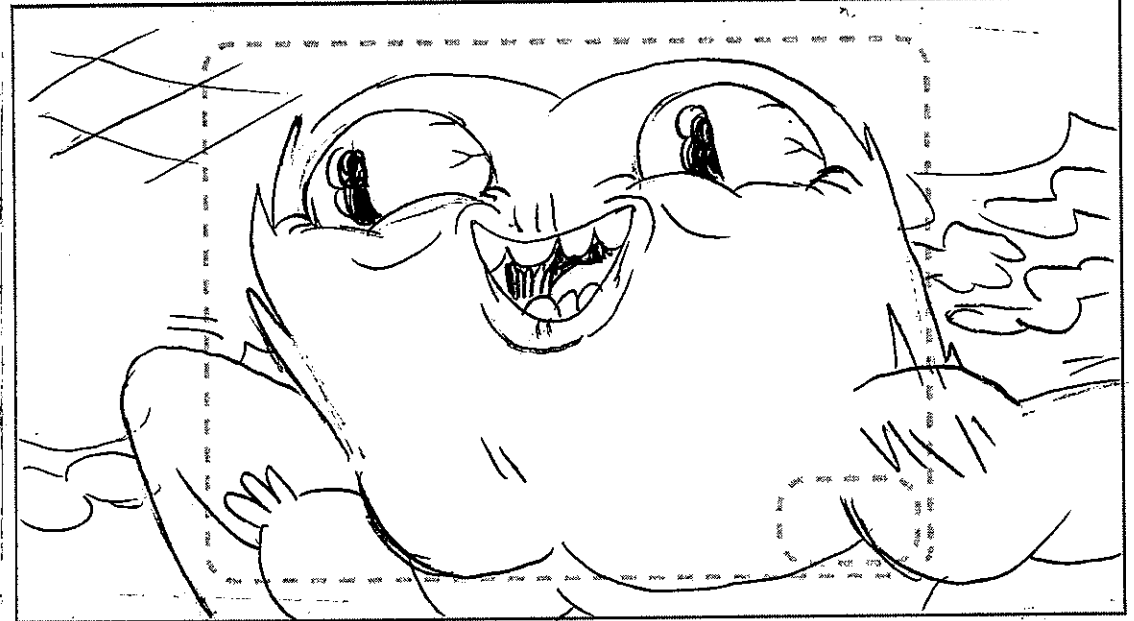
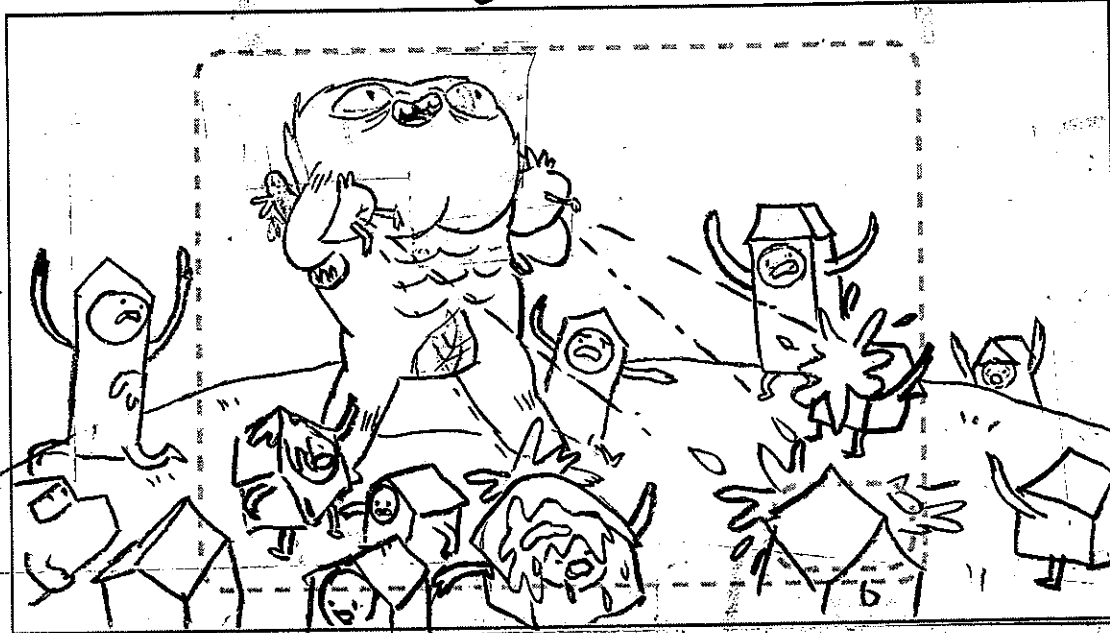
Production

ADVENTURE TIME



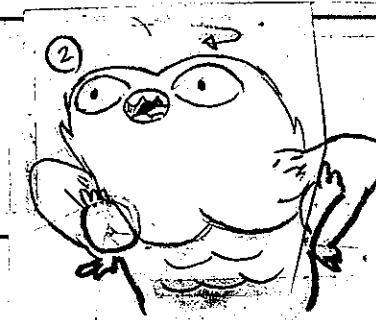
Page 231

Sc. Pnl. C Rn. day night Sc. Pnl. Bg. day night



Dialog:

D: AAAAGH-HA-HA-HA!!
HOUSES: <CHEERS TURN TO BOOS>
SFX: SPUT SPUT SPUT



Action:

Daddy shoots and turns crowd
turns & continues backing away

Timing:

D: HEY! I LOVE BEIN'
A JERK! THANKS, FANN!

EPISODE #

Production :



D: THANKS, FINN!

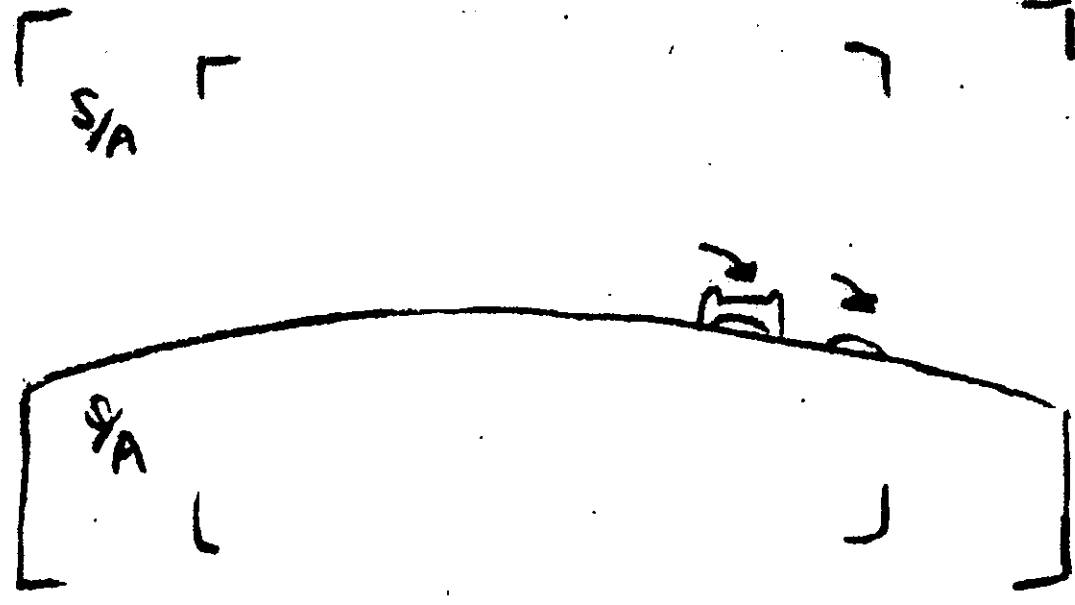
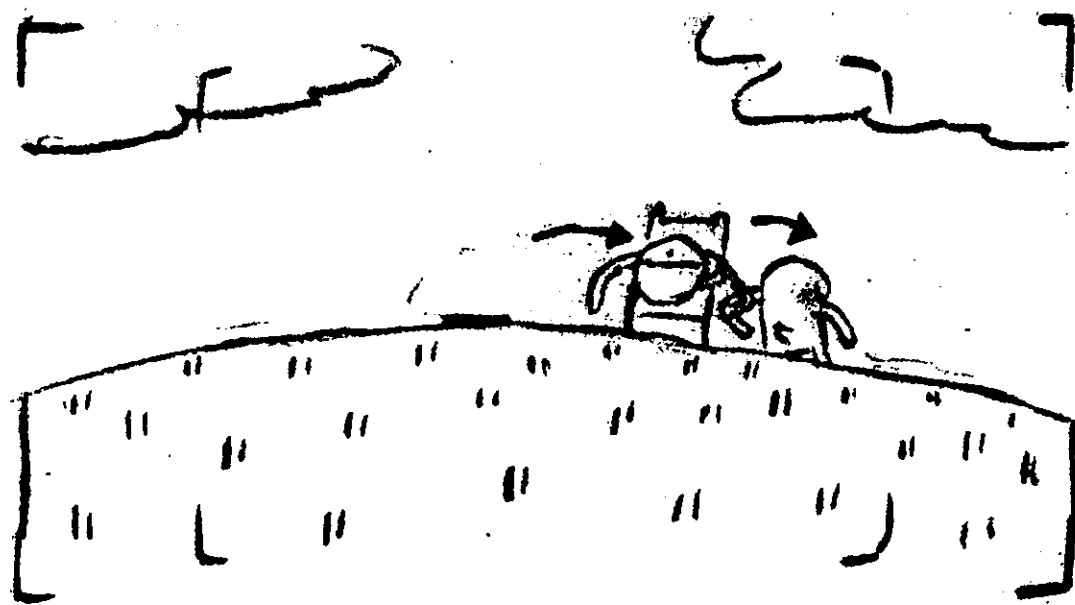


D: FINN?

Action

Twings

Production



Action

FINN & JAKE WALK OUT OF SIGHT.

Timing

Production



D: SNF... FINN YOU LOSER...
SEX : SPUT SPUT SPUT



D: (WHISPER) I'LL NEVER FORGOT YOU

SFX: SPOT SPOT SPOT

Action DONNY CONTINUES SQUEEZING CHICKENS.

Timing

Production

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ADVENTURE
TIME

ADVENTURE
TIME

SFX: SPINNING

SFX: SHING!

Action:

Timing:

Production

Production